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GAME TRADE MAGAZINE

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Wyrd

RIPPLES OF FATE
MALIFAU_{2E}

IN THIS ISSUE:

- WORLDS OF MYSTERY AND MADNESS AWAIT YOU IN FANTASY FLIGHT'S ARKHAM HORROR: THE CARD GAME!
- PROCLAIM YOUR AFFECTION (FOR GAMING) WITH AEG'S PREMIUM EDITION OF *LOVE LETTER*!



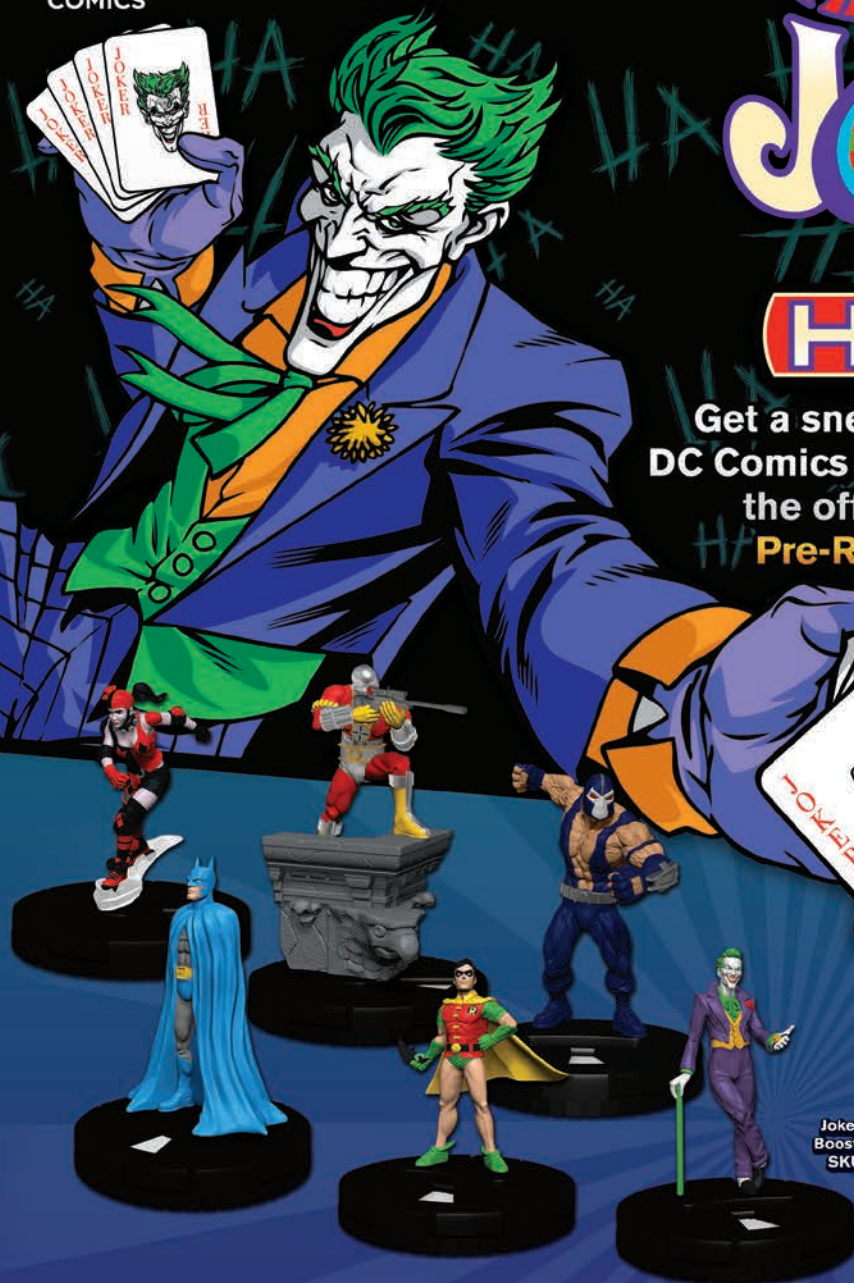


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**HOBBY
WORLD**

COVER STORY

Malifaux: Ripples of Fate

By Aaron Darland



Character Matters! Stake your claim in the *Ripples of Fate*, a character-laden, story-driven sourcebook for Wyrd's Malifaux.

06

FEATURES



Arkham Horror: The Card Game

Step into the Mythos! Worlds of mystery and madness await you in Fantasy Flight's Arkham Horror: The Card Game!
by Fantasy Flight Games

08



Love Letter Premium

Proclaim your affection (for gaming) with this Premium edition of Love Letter, AEG's endearing game of deduction, bluff, and luck.
by Alderac Entertainment Group

18



GAME TRADE MAGAZINE

Table of CONTENTS



GTM EXCLUSIVES

Tricks of the Game Trade Tip #6 — Starting a New Campaign Part 2

by Jon Leitheusser

78

PREVIEWS

DC Comics HeroClix: The Joker's Wild! — The Joker & The Riddler

by Wizkids/NECA

10

Catan: The Evolution of Settling

by Catan Studio, LLC

12

The Fog of War

by Geoff Engelstein

14

The Walking Dead: All Out War — Imminent Danger

by Stephen Bugg

16

Iron Dragon

by Mayfair Games

64

Infinity: The AI Fساد — Behind the Veil

by Gutier Lusquinos

66

Citadels

by Asmodee Editions

68

Lotus

by Jordan & Mandy Goddard

70

COMIC STRIP

Dork Tower

by John Kovalic

04

SAMPLE PAGES

Shadowrun RPG: Court Of Shadows Hardcover

by Catalyst Game Labs

74

GAMES SECTION

Games

20

REVIEWS

Conflict of Heroes: Guadalcanal

Reviewed by Scott Bogen

72

Mystic Vale from Alderac Entertainment Group

Reviewed by Eric Steiger & Rob Herman

80

Dark Tales from dv Giochi

Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

82

World's Fair 1893 from Renegade Game Studios

Reviewed by John Kaufeld

84

Costa Rica from Mayfair Games

Reviewed by Rebecca Kaufeld

86

Dawn of the Zeds 3rd Edition from Victory Point Games

Reviewed by Thomas Riccardi

88

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FOREword

Character matters. Whether it's a job interview, an Oscar-winning acceptance speech, or competitive dwarf tossing, how you present (or represent) yourself is key to standing out amongst the masses. Are you content with merely grazing with the herd, or are you a wolf in sheep's clothing primed to strike with tooth & claw? As a member of the Fated in Wyrd Miniatures' *Malifaux*, you are judged not only by your actions, but by your character. Will you embrace your destiny — or go against the grain and cheat Fate of its coveted prize?

Does your reputation precede you? In this issue's Cover Story, seven new Masters test their mettle in the battle between Fate and mortal willpower in *Ripples of Fate*, a character-centric sourcebook for *Malifaux*. Don't let your emotions put you in a stranglehold as you labor for love against competing suitors with the Premium edition of *Love Letter*, AEG's endearing game of deduction, bluff, and luck. And, steel your courage (and sanity!) when you engage in the mystery and madness of Fantasy Flight's *Arkham Horror: The Card Game*!

Deceit and deception are your most valuable assets in *Citadels*, Asmodee's revised edition of Bruno Faidutti's classic card game of skullduggery & intrigue. Or, have your faith in your fellow man tested in the trial & tribulations of Mantic Games' *The Walking Dead: All Out War* and Stronghold Games' *The Fog of War*. Then, stand judgment in *The Shadow Courts*, as the manipulative fae decide the future of the Sixth World in Catalyst Game Labs' *Shadowrun, Fifth Edition*. But, the joke's on you if you fall for the antics of The Joker & The Riddler as revealed in a sneak peek of WizKids' DC Comics *HeroClix* expansion, *The Joker's Wild*!

Don't hesitate! Show some character! Game On!

PUBLISHER
Alliance Game Distributors

**EDITOR/
ADVERTISING
MANAGER**
Jerome Gonyeau

ART DIRECTOR
Matt Barham

COPYWRITER
Todd A. Kaylor

Submissions should be sent to Jerome Gonyeau

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GTM
10150 York Road, Suite 300
Hunt Valley, MD 21030
Phone 443.318.8001
Fax 410.683.7082
jlg@alliance-games.com
WWW.GAMETRADEMAGAZINE.COM

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RIPPLES OF FATE

MALIFAUX: RIPPLES OF FATE

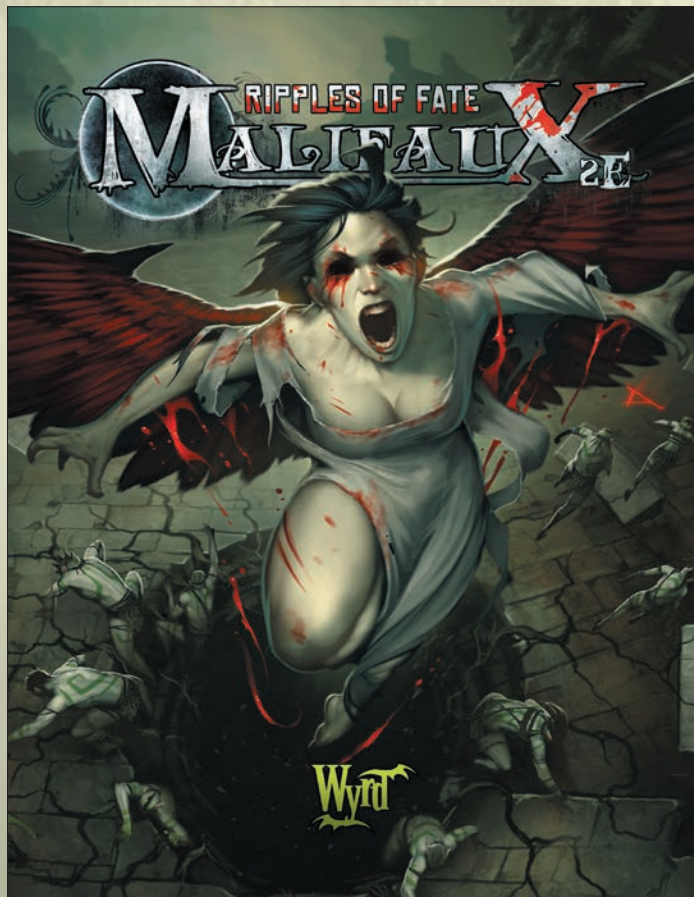
WYR 20038 \$45.00 | Available September 2016!

Malifaux is, and has always been, a character-driven game. Each model has a personality, both in the sculpt and the rules, which makes every moment in the game connect with players. Whether you're using Pandora to cast Self Loathing, forcing a target to hurt itself, or slicing your foes in half with Viktoria's mighty Masamune Nihonto, *Malifaux* ensures that each moment weaves into the narrative of the game.

When we set out to write *Ripples of Fate*, the newest *Malifaux* book, we knew we wanted to add new Masters to the game. It had been some time since a new Master was introduced, and it seemed like the perfect book to make some waves. Since this was a *Malifaux* book, we knew we had to start with character: personality, motivations, and story.

The first Master we created was Parker Barrows for the Outcasts. *Malifaux* has always been a game with wild west elements, and Parker was a great opportunity for us to make a train robber. We wanted him to embody a bandit, complete with a bandana to hide his identity. As his story came together, so did his rules. Parker Barrows is able to make his targets drop loot, in the form of Scheme Markers, that are beneficial to his enemies. But, like any good robber knows, the more your mark has, the more you can take from them. Parker is able to use enemy resources for bonuses, making sure opponents always know that what's theirs is his.

The creation of Parker invigorated the design team. We decided to tackle something that *Malifaux* had been missing: the fae. Faeries have the potential to be dark and otherworldly, which made them obvious candidates for the Neverborn Faction. It seemed only appropriate to have a fae queen, and thus Titania was born. It was an easy choice to make her look like our original Fate Deck's Red Joker, and similarly, we tied her into one of the most meaningful times in the world's history: the fight against the Tyrants. With a background established, Titania fell into place. She's survivable and lays claim to the land, and she is more than happy to let her minions get in the thick of things in her stead.



From there it all began to come together from ideas we had been discussing and planning for since the release of *Second Edition*. Unsurprisingly to anyone, the Ten Thunders gained an oni Master, Asami Tanaka. Asami needed a human side, so we decided that she was a normal girl that had been possessed, and that the oni possessing her intended to use her as a vessel to bring other oni into the mix. All of *Malifaux*'s characters are strong, though, and Asami is no different: she resisted the oni's influence and maintained some portion of her free will. The struggle in her backstory gave rise to Asami's game mechanics. She is able to summon oni to life, and she also gains bonuses when the opponent is winning the game, mirroring her own struggle against the oni inside of her.

Nellie Cochrane, the Guild Master, arose out of a desire to represent the influence of print media in the world of *Malifaux*. We often like using newspaper headlines to complement stories in our books, so it was a natural fit. Our first conception of Nellie had her as an Arcanist Master, writing propaganda pieces to undermine the Guild, but as her story came together it became much more apparent that she would make a better character for the Guild. This switch allowed her to directly confront her foes by name, becoming a sort of investigative journalist... albeit one that is only trying to uncover certain kinds of





secrets. This development led to Nellie having more of a control play style, warping the story to fit her needs.

On the flip-side of the coin was Sandeep Desai, who was originally a Guild Master. With Nellie shifting to Guild, Sandeep fell into place as an Arcanist. His history with the Guild stretches back to his native India, where the Guild committed atrocities in the name of control. Sandeep has struggled ever since with the core conflict of his character: does he follow his master's pacifist teachings or embrace

his anger and seek vengeance against the organization that oppressed his people? This internal conflict plays out on the table in his mechanics, as he both teaches those around him and also takes up his mighty gada to lay waste to his enemies.

From there, the design team tackled Zipp. We wanted Zipp to be a Gremlin with aspirations of greatness and immense confidence in his own abilities... all while being a bit full of himself. It made sense to have Zipp luck into some of his good fortune, all while his loyal crew – who are quite effective by themselves – remained somehow oblivious to his shortcomings. After a few of our own rambling diatribes about how Zipp should work, we settled on making him annoy the opponent. He became a Master that, no matter what you do, seems impossible to get rid of (or shut up). All

of this led to Zipp being the first and only Insignificant Master, making him reliant on his crew to get the job done. With that said, Zipp is amazingly adept at stopping your opponent from getting anything done. Such is the power of a well-delivered monologue.

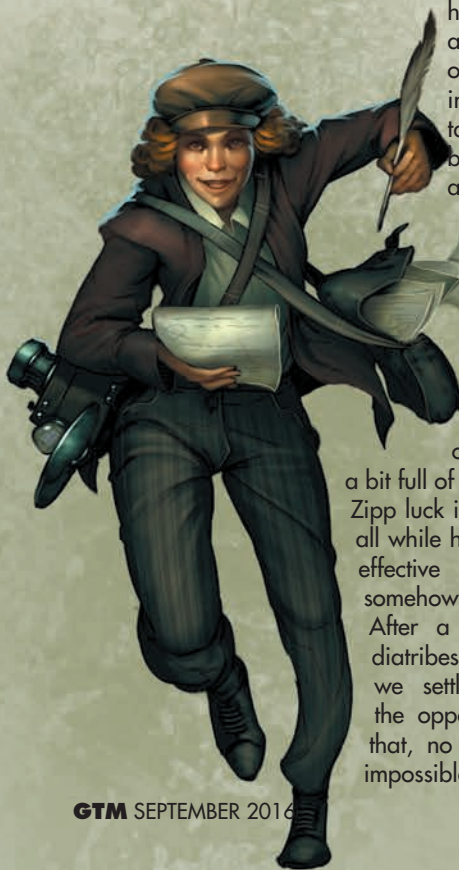
If Zipp was the most fun Master to design, Reva was the most difficult. Reva was conceived as a sort of psychopomp, dawning from the various guises of death that can be found in multiple cultures. While interesting, this approach made Reva nearly impossible to identify with, so she swung around to being a woman with strange powers over the forces of death. Unlike many of her Resurrectionist fellows, though, Reva does not focus on bringing the dead back to life; she is far more interested in helping people pass on to their next life (whether peacefully or not). By refocusing her theme on a different aspect of death, her mechanics followed suit. Reva is capable of causing serious destruction channeling her power through the dead, allowing her to strike at enemies standing near corpses and dealing damage from a distance.

With the seven Masters designed, we knew the ideas we had settled upon would create quite a splash. *Ripples of Fate* is a pivotal book in the continued growth of *Malifaux*, and it gives players the options of additional crews that ooze with personality, all without invalidating their earlier choices.

Of course, as much as *Malifaux* is about the game, it's also about the world. Each Master gets its own story in *Ripples of Fate*, allowing everyone to become more immersed in the personal stories of these new characters. We're all very excited to see this book released, and we're glad to finally share these lovingly-crafted characters with our community. When players pick up these new crews and read their stories, it breathes life into the world and ultimately leads to the next question: what will happen next on the other side of the Breach?

...

Aaron is the head of the design team at Wyrd. He likes learning about new games, derailing forum discussions, and pretending that he loses games on purpose.



ARKHAM HORROR[®]

THE CARD GAME

Arkham Horror: The Card Game

AHC01 | \$39.95 | Available 4TH Quarter 2016

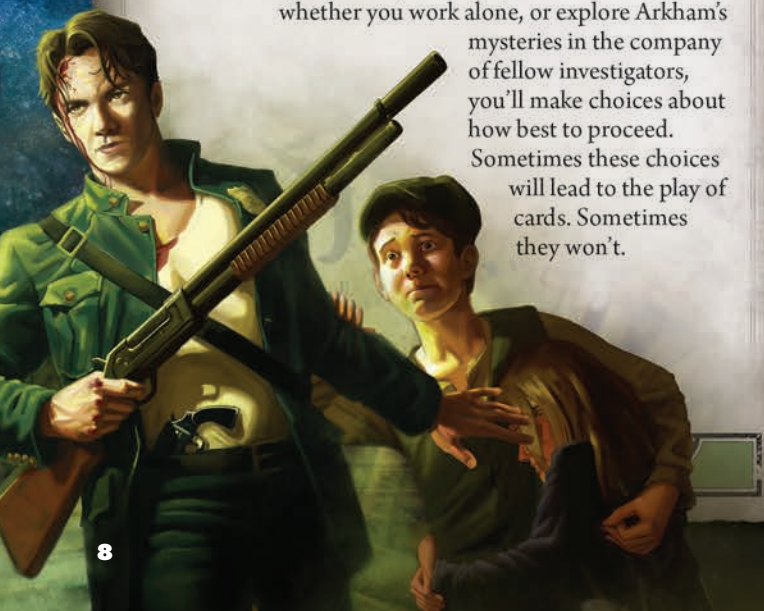
Over the past few weeks, several of Arkham's citizens have mysteriously gone missing. When their corpses turned up in the woods, savaged and half-eaten, the police and newspapers stated that wild animals were responsible. You believe there is something else going on...

The boundaries between worlds draws perilously thin in *Arkham Horror: The Card Game*!

A cooperative Living Card Game[®] (LCG[®]) for one to two players (or up to four players with two Core Sets), *Arkham Horror: The Card Game* thrusts you and your friends neck-deep into Lovecraftian adventures full of mystery, monsters, and madness. You'll discover the horrors that lie just beneath the placid surface of reality, confront cultists, delve eldritch tomes, and witness the terrifying power of the Ancient Ones.

At the same time, you will explore a gaming experience that lies somewhere between the traditional realms of customizable card and roleplaying games. You become an investigator, with all your talents, resources, allies—and even flaws—represented by cards in your deck. Then,

whether you work alone, or explore Arkham's mysteries in the company of fellow investigators, you'll make choices about how best to proceed. Sometimes these choices will lead to the play of cards. Sometimes they won't.



PERSONAL DEMONS AND PERSONAL GROWTH

The first thing you will discover in *Arkham Horror: The Card Game* is that it is not like other customizable card games. While most customizable card games pit you against other players in battles for supremacy, *Arkham LCG* confronts you and your friends with a sinister agenda deck and the monsters, madness, and perils of an encounter deck that changes from adventure to adventure.

Even among cooperative card games, *Arkham LCG* stands apart in how completely it thrusts you into the shoes of an unlikely investigator. You don't play your cards according to phases, but decide how best you wish to use your limited actions each round. You can only equip items according to the body slots you have available. Want to use a Magnifying Glass to explore a crime scene? You'll need a hand free to use it. Want to wield a Shotgun? You'll need two hands free.

Even beyond these considerations, you have the fact that each of the game's investigators comes with unique skills and personal weaknesses. Roland Banks may be quite handy with his .38 Special, but he's also driven to Cover Up all the most frightening truths that you and your friends encounter.

The result is that—more than any other card game—*Arkham LCG* presents a world in which the mysteries you encounter are deeply personal. And that makes them terrifying.



YOUR ACTIONS HAVE CONSEQUENCES

Arkham Horror: The Card Game varies from most other card games in yet another significant fashion. Each time you sit down to play, you and your friends attempt to resolve a single adventure. However, these adventures are not the entire game. The core experience for *Arkham Horror: The Card Game* is the “campaign,” stringing together several different adventures to weave rich narrative tapestries, immersing you layer by layer into the game’s dark and unfolding mysteries.

As a result, your adventures don’t resolve so simply as success or failure. They propel you further along your desperate quest, and in-between each game, you have the opportunity to reap the rewards—or suffer the consequences—of your efforts.

Many of the player cards in *Arkham Horror: The Card Game* require that you spend experience to add them to your deck. At the beginning of a campaign, you have zero experience, so you have to build your deck without these cards. But as you play through a campaign, you may gain experience that you can spend to upgrade your deck, swapping out cards like Medical Texts for others like Encyclopedia that may serve you better in future adventures.



Of course, since your deck represents you as an investigator in the game, it may also change as you suffer mental or physical trauma. Delving too deep into matters beyond mortal comprehension may very well lead to madness, and you may be forced to add cards like Paranoia to your deck, crippling you with unshakeable fear whenever you draw them.

A WORLD OF MADNESS AWAITS YOU

Dark and nameless evils lie beneath the streets of Arkham. Others may not be willing to accept the possibility, but you believe there is more to the recent disappearance of the town’s citizens than the work of wild animals.

Your investigations begin with the *Arkham Horror: The Card Game Core Set*. Featuring more than 330 cards and 140 tokens, it serves as your gate to the terrors of the beyond. But there’s more beyond that gate than any mortal mind can fathom; as a Living Card Game, *Arkham Horror: The Card Game* grows with each new expansion. You gain new adventures, new campaigns, and new deck-building options.

Worlds of mystery and madness await you. Step into the mythos!

...



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The Joker's Wild

HEROCLIX

THE JOKER AND THE RIDDLER

DC HEROCLIX: THE JOKER'S WILD! BOOSTER BRICK

WZK 72504 \$129.90 | Available October 2016!

The Joker returns to HeroClix to cause mayhem in DC Comics *HeroClix: The Joker's Wild!* This new 5-figure booster release includes lots of classic rogues from Gotham to oppose Batman and his allies. Other sub-themes include the Justice Society of America, Outsiders, Suicide Squad, and the Court of Owls! We are starting by showing off the main man himself, The Joker, and another one of Batman's primary antagonists, The Riddler.



First up, we have The Joker. The Joker comes in at 50 points with *Indomitable* on his dial for *Willpower* and the *Batman Enemy* team ability to be able to share or borrow attack values with other characters using the team ability. His trait is a new shared trait featured throughout *The Joker's Wild!* set called *This Is How I Deal with the Bat*. Once per turn for all characters with this trait, a character that borrows The Joker's attack value using the Batman Enemy team ability can reroll their attack as a bonus! This is extremely useful to almost anyone on The Joker's team with his attack value as a consistent 10 and 11 on the last click. The Joker's special attack power represents one of his favorite tricks and is called *Come on Bats... it's the Ol' Squirting Flower Gag*. This power allows The Joker to make a close attack targeting a character up to three squares away and in line of fire with his acidic flower spray. If he hits, he deals 1 penetrating damage instead of normal damage. This power gives The Joker access to some options at range, the ability to get through damage reducers like *Invulnerability* and *Impervious*, and still be free to help teammates with *This Is How I Deal with the Bat*. The rest of The Joker's dial has great standard powers including *Sidestep*, *Super Senses*, *Perplex*, and *Outwit*. And for themed team building, The Joker has flexible keywords including *Arkham Asylum*, *Gotham City*, and *Gotham City Underworld*.



Next, we have The Riddler! This version of The Riddler is all about occupying opponents with his complex riddles and puzzles. The Riddler is 50 points with standard combat symbols and access to the *Batman Enemy* team ability. He also has the *This is How I Deal with The Bat* shared trait, but includes a different bonus to give out. If a character borrows The Riddler's attack value with the *Batman Enemy* team ability, that character can use *Outwit* to target a hit character after the action resolves. This can be a great follow-up to an attack by outwitting a power that helps an opponent retaliate or a defensive power allowing another friendly character to attack!



His next trait is another way of countering opposing powers called *I'll Give You a Hint, Bat-Brain* and uses the detachable element on his base, *The Clue*. To use this trait, The Riddler selects a character within six squares and line of fire, and places *The Clue* from his base into a clear, unoccupied square within six squares of that character. Then, he chooses a standard power and that character can't use that power until they discover *The Clue* by moving into or through the square it occupies. The Riddler can also reattach *The Clue* to himself if he is looking to counter a new power. This is a great way to distract opponents and make them go out of their way to regain access to their key powers. He also has standard *Outwit* for his whole dial to make him even more effective in eliminating opposing powers. Access to all of these different ways can severely hinder an opponent's options on their team. The rest of Riddler's dial has *Stealth* to hide from opponents, *Combat Reflexes* to make it more difficult to attack him in close combat, and *Sidestep* for maneuverability on his last two clicks. For keywords, The Riddler only has *Gotham City Underworld*, but with this set, he will have plenty of characters to team up with.

THERE IS MY CLAIM



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WHY CATAN?

Catan is the one of the best selling board games in the world. How did the game develop its reputation? What factors allowed this game to emerge from the obscurity of the hardcore gaming community to the Packer's locker room, TV and film sound stages, university campuses, and household kitchen tables?

Starting in the mid 90s at our local game club, the first game played each evening was *The Settlers of Catan*. Straight after work, Gerald Lientz would hurry over to set up *Catan* and the first 4 people to arrive would play. It didn't matter who—hardened wargamer, dedicated Eurogamer, casual gamer, or a student who just stopped by for a look.

Now, Gerald was not a casual gamer. He had an apartment full of complex games. Why did he always set up *Catan*?

Catan rules are short, simple, and easy to learn. This makes the game accessible to a broad audience. So, even if a rookie showed up, the game would start quickly, and new players wouldn't inadvertently cause the game to stall out.

Each game is different, so over the years the game remained fresh and challenging. With 19 hexes, 18 production number tokens, and comparative port locations, there are over an octillion possible game boards.

As each player takes a turn, the other player may receive resources, face the robber, and trade. So, all of the players participate each turn. The players do not sit around playing solitaire. They interact each turn and each round. Trading is key to winning and there is always competition for Largest Army and Longest Road.

There are other features as well. No player elimination—all players are in the game until the end, with many of meaningful choices. Plus little victories as you build to increase your VPs.

These factors made *Catan* the go-to game for early evenings at our club and eventually the go-to game for a broader section of society.

THE PRESENTATION

Catan was released at the right place at the right time. It was first published in Germany in 1995 and led the way for modern euro games.

The Island of Catan is the perfect setting for a classic tale of expansion. The story isn't just that you grab VPs. On *Catan*, the colonists explore, settle, and develop their environment.

Plus, the game scales to 6 players. The system can morph easily into new games with a shared storyline.

CATAN®

LIMITED CONFLICT

There is enough conflict, but not too much. Using the robber, monopoly cards, and builds depend on situations to arise to be in conflict. And you can usually see competition for Longest Road and Largest Army coming.

OVERALL PLAY

Playing *Catan* has a subtle, challenging mix of luck and skill. Play is tense, with real choices—*Catan* is not multiplayer solitaire. There are multiple paths to victory and options to change paths when you need to.

When things are tough, trading leads to success. Trading helps the two traders relative to the other players.

SOMETHING FOR EVERYONE

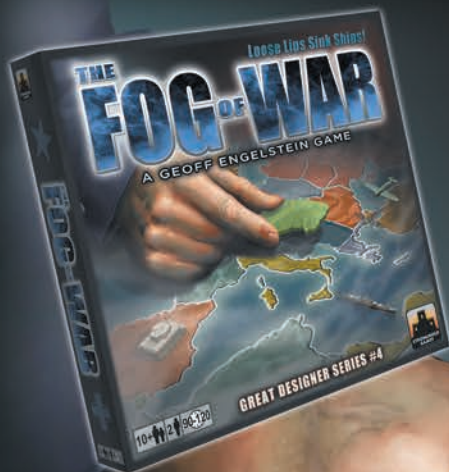
Everyone has their moment in the sun! Everyone gets resources and can trade. But, on your turn, only you can build and the other players can only trade with you. So, you have the center stage and everyone sees your little victories.

Even if you lose, most *Catan* players often say, "One or two more turns, and I would have won."

CONCLUSION

So, why *Catan*? It hits the sweet spot for so many people for all the right reasons. The world is learning what Gerald knew 20 years ago.





THE FOG OF WAR

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Designed by Geoff Englestein



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The Fog of War focuses on the planning and intelligence aspects of the war not on tactical unit movement. It features a unique system to plan and launch Operations while gathering intel on your enemy's Operations. Will you be able to see through **The Fog of War**?

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THE FOG OF WAR

A GEOFF ENGELSTEIN GAME

THE FOG OF WAR

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For months you've been planning and gathering forces for the largest invasion of the war. Your opponent knows that you are preparing a major strike, but do they know where? Suddenly, you receive reports that a spy has gained information about your operation, and the enemy shifts their defensive forces. But do they know the full extent of your plans? Should you call off the invasion and plan for a new attack? Or risk disaster against a prepared enemy?

This is *The Fog of War*...

The Fog of War is a two-player, grand strategic game covering the European theater of World War II from 1940-1944, playable in two hours. One player commands the Axis forces, and the other the Allies.

THE INSPIRATION

The idea for *The Fog of War* grew out of the book *The Deceivers*, by Thaddeus Holt. *The Deceivers* gives a history of World War II through the world of intelligence. Not a spy story *per se*, but a review of all of the major deceptions, from signal intelligence to plywood and canvas tanks, to "The Man Who Never Was". It was a fascinating and comprehensive look at the efforts that all sides went through to mask their intentions and mislead the enemy.

In addition, there was an emphasis, particularly around the planning for D-Day and the Battle of the Bulge, about how months of planning went into these operations. The Allies did not have the luxury of making a last minute switch in their D-Day plans if they

detected German troop movements that would threaten the operation. Their options would be to cancel, or go ahead and hope for the best.

I have always enjoyed strategic level WW2 games. Back in the 80's I would play *Third Reich*, *War In Europe*, *Europa*, *World In Flames*, and more. But as I was reading *The Deceivers* I realized that none of these games really captured these twin pillars of planning and deception. In *Third Reich*, for example, each turn you could look at the exact placement of enemy units and figure out exactly how to conduct your attack, or where to invade. And it made strategic surprise impossible. As the Allies you could see Axis forces massing on the USSR border, but the games needed to put an artificial constraint on your ability to react with special 'surprise' rules and similar.

Would it be possible to capture the inertia of planning and the fear of plans being discovered? I felt that those two aspects were intertwined. Without having to invest in plans there wasn't much to discover, and there would be no tension.

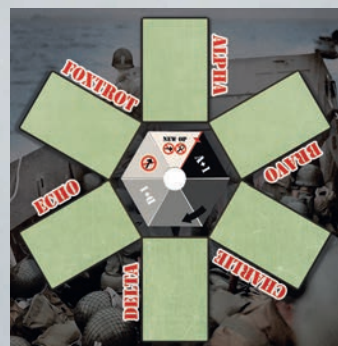
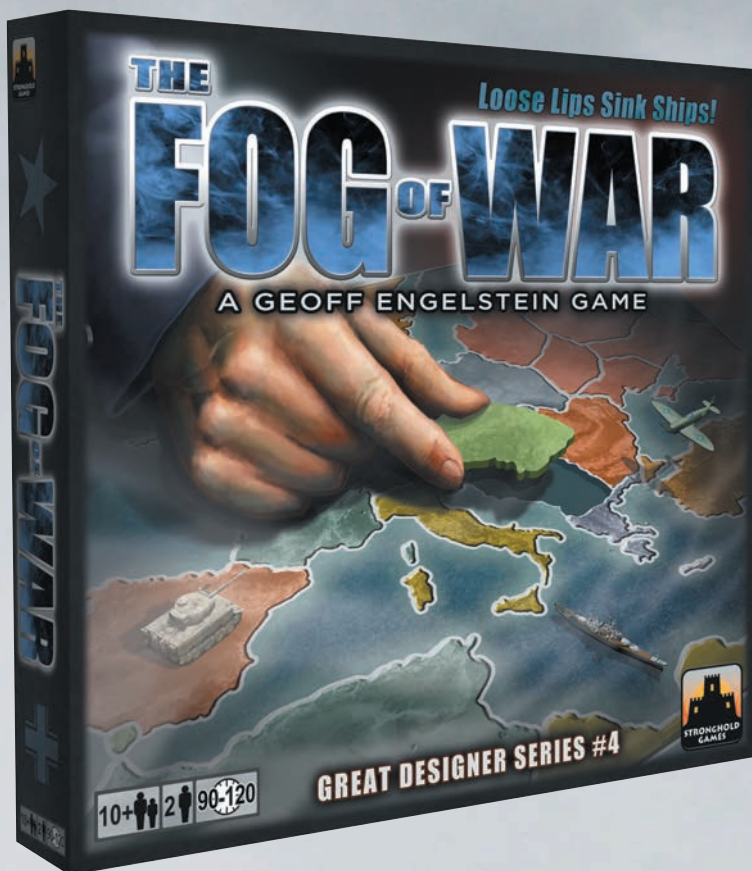
The challenge of creating a system that allowed for this level of hidden information, along with the ability for it to be discovered, would keep the design evolving for more than a decade.

The final product features a novel, but streamlined Operation system that truly gives the feel that I was looking for. I vividly remember an early playtest against Stronghold's Stephen Buonocore, where, out of the blue, he attacked the Soviet Union in 1940. I was playing the Allies, and was completely blindsided. The USSR was completely undefended. I had to scramble to use my limited resources to try to throw some type of defense up. It completely matched what I was going for – that sense of dread when an attack is unexpected. I was thrilled. It was such a different experience then when you saw that stack of German forces on the Russian border and knew what was going to come.

GAMEPLAY

Military forces are represented by a deck of cards for each player. There are only a few types of cards – Ground forces with strength ranging from 1-3, Naval forces also from 1-3, Air units with both Ground and Naval strength, and Dummies, which have a strength of zero, but are invaluable for bluff and subterfuge. When both players run through their decks the year ends, and they earn victory points and purchase new cards to add to their decks for the coming year.

The players battle over a map of 23 land provinces, and five sea provinces. But there are no 'units' that are placed on the map. It is simply used to track who controls which areas. So how do you attack and defend?





To defend provinces, you put cards face down into one of the Defense spaces that are around the edge of the map.

To attack a province you must plan an Operation, created on your Operation Wheel. Operations are the heart of the system. An operation consists of a Province card that shows the target of the operation, plus one or more cards to conduct the attack. All of these cards are placed face down, so your opponent does not know the target of the operation, or the actual strength of the cards that are taking part.

Each turn the dial on the Operation Wheel is rotated by one position. This controls when an operation can be launched and any attack or defense bonuses that apply. Because of the way Province cards are added to operations, if your opponent starts an operation you have absolutely no idea of where they are planning to attack. It could be the North Sea, or it could be Odessa. You just don't know.

But there's a way to try to find out. Each player has a limited number of Intel tokens each year. With a token you use you can look at half of the cards in an Operation, or in a stack of defenders. The cards are shuffled up, you draw half and look at them, put them back, and reshuffle. So your opponent has no idea what you saw. Did you see the location card? Did you just see the dummies that were placed there? This adds tremendous tension to the game. Should you launch an operation early before your opponent can reinforce? Or maybe he still doesn't know where you're attacking.

You can also use Intel tokens to block your opponent's attempts to look at your operations

and defenses, adding to the opportunities for bluff and deception.

The longer you leave an operation on the wheel the more powerful it becomes, but the chances of your opponent learning your plans grows.

When an operation is launched, combat resolves very simply. Just add up the attacker total and the defender total. If the attacker has double the defender strength, he wins. If the attacker has less than the defender, he loses. If it's in between, a Quagmire results, and the battle will continue into the next turn, and both players can continue to add forces.

That's basically the game. There are additional rules, of course, for supply, production, invasions, weather, minor neutrals, and more, but ultimately the core is about figuring out your opponent's intentions while disguising your own.

With simple rules, engaging card play, the means to bluff and mislead your opponent, and the ability to recreate the full scope of World War II in Europe in two hours, *The Fog Of War* will appeal to a large cross-section of gamers.

...

Geoff Engelstein is the co-designer of Space Cadets, Survive: Space Attack, The Ares Project, and more. He is the co-host of Ludology, a podcast about game design, and a long-time contributor to The Dice Tower podcast, with the GameTek segment. He is an adjunct professor with the NYU Game Center, where he teaches Board Game Design.



THE WALKING DEAD ALL OUT WAR MINIATURES GAME

THE WALKING DEAD: ALL OUT WAR CORE SET

MGE MGWD001 \$49.99 | Available November 2016!

The Walking Dead, the award-winning comic book series from the mind of Robert Kirkman, has quickly become a pop-culture phenomenon, and one of the top selling graphic novel series' worldwide, since its first publication in 2003.

Set in a post-apocalyptic world where civilization has been consumed by a deadly epidemic, the dead and dying are turned into blood-thirsty living corpses. Atlanta Sheriff Rick Grimes leads a group of human survivors, struggling to stay alive, fighting against the legion of walking dead. Their greatest enemy, however, comes not from the walkers, but from other groups of survivors—and even each other.

In November 2016, Mantic Games, makers of the popular tabletop wargames *Deadzone*, *Dreadball* and *Kings of War*, will release *The Walking Dead: All Out War* – a miniatures game that brings the hit comic book to life on the tabletop. The two-person game allows players to take control of their favorite characters as they vie for control of precious resources and supplies while trying to keep their group safe from violent gangs, greedy villains and the legion of dead that roam the landscape.

In *The Walking Dead: All Out War*, characters like Rick, Shane, Michonne, and the hordes of undead have become highly detailed miniatures that are pre-assembled and ready to play! Each of these figures has been carefully sculpted based on their comic book counterpart, many depicting iconic images and scenes lifted straight out of the pages of *The Walking Dead*, and approved by Robert Kirkman and Skybound.

Recreating the look and feel of the post-apocalyptic Atlanta was no easy task for Mantic's designers and play testers. The survivors in the story are plagued by fear of outside raiders, walker attacks that occur without warning, and even betrayal from within. It was clear from the start that the rules for the game needed to reflect this precarious and terrifying reality.

Each player takes control of a group of human survivors. *The Walking Dead: All Out War* features several different groups to choose from, and more that will be released in future expansions and boosters. You could even explore alternate storylines – what if Shane had become leader of the group? With *Walking Dead: All Out War*, you can create your own stories, and change the fate of Rick and the gang!

The game also comes with scenery to enhance your gaming experience, including cars, makeshift barricades, and vital supplies like crates, weapons, and loot that you will need to stay alive. As you advance and search for these valuable resources, your opponent can steal, attack, and compete for your needed supplies, all while you try to avoid attracting the attention of the dead that roam the city. Resources are unknown, only revealed when searched, so you must choose your targets carefully!

Walkers are controlled by a unique AI system, and are attracted to noise and movement, so performing actions will draw them in – not only from the immediate surroundings, but from further away as well. As they begin to swarm, the situation will become more dangerous, and characters will begin to lose their nerve and possibly panic. In game terms this is represented by *Noise*, *Mayhem*, and *Threat* level.

If one of the survivors on either side runs or performs a loud action, they attract nearby walkers. Though not as strong in close combat, they are difficult to kill outright and can harm, infect or even kill your survivors. If you're careful, you can manage to avoid being caught, but more often, situations call for drastic measures. You can redirect walkers by making noise, trying to 'pull' them into opponents or obstacles that will hold them back.

But how do you kill them? Guns are a powerful weapon in *The Walking Dead: All Out War*, and while they can kill instantly, a gunshot can be heard for miles around, which results in what we call *Mayhem*. This not only draws in all nearby walkers, but also raises the *Threat* level – the measure of how dangerous the situation is. As the *Threat* increases, more walkers arrive on the field of play and random events will increase in danger – becoming potentially lethal to your survivors.

Each character also has an attribute called *Nerve* – different for each player, and indicates the level the *Threat* needs to be in order for them to panic. Stronger survivors – like Rick – have higher *Nerve* level than others and can keep cool in a situation that's spinning out of control. If the *Threat* level matches or exceeds a character's *Nerve* level, then they may flee, scream, or even go berserk when they act.

The game is riddled with same drama, twists and turns that ooze off the comic pages, requiring players to think strategically to outwit both the walking dead and your opponent. You can even play solo – facing the walkers alone. You can do all of this with the core box game – which includes enough miniatures, cards and dice for hours of gameplay. Future expansions will allow you to play through key events in the comics such as the Governor's assault on the prison, as well as adding new characters, equipment and more (personally, I see Michonne as a must in my group, with her deadly ability with a sword).

Can you survive in the world of *The Walking Dead*?

...

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Dungeon Saga™

AVAILABLE
SEPTEMBER!

mantic®

Dungeon Saga: The Tyrant of Halpi

THIS EXPANSION BOX SET CONTAINS:

- Tyrant of Halpi Quest Book with all-new scenarios
- Ibrahim and Ally miniatures & 4 Hero Cards
- Karrathor Dragon miniature & Boss Card
- New dungeon tiles, spells, items and locations
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PLUS:

Continue the adventure with these amazing expansions:

- The Return of Valandor
- The Infernal Crypts
- The Warlord of Galahir



Dungeon Saga: The Dwarf King's Quest set required to play (Adventurer's Companion also required for Invisible Overlord and Uncharted Dungeon play modes)



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Seiji Kanai *Love Letter* Premium Edition

LOVE LETTER: PREMIUM EDITION

AEG 5122 \$29.99 | Available November 2016!

Love Letter is one of the best and most popular games AEG has ever produced. To date, including all its variations and foreign licenses, it has sold more than 500,000 units. The *Love Letter* phenomenon continues to grow, and sales have increased year after year — every year since it was released in 2012.

Love Letter is a game of deduction, bluffing and luck. Players take turns drawing cards from a limited card pool, then playing a card from their hands. Cards have various effects, usually either revealing information or knocking a player out of the round. When all the cards have been drawn, or only one player remains in the round, the round ends. The winner receives a 'Token of Affection' from the Princess. A round takes just a few minutes to play, and a game is determined by winning a certain number of Tokens of Affection. The game rewards memory and concentration, the ability to "read" opponents and the use of logic and deduction to guess the cards opponents are holding.

Classic *Love Letter* is a fantastic game, but since it's so small it doesn't accommodate large groups. At parties where "everyone wants to play," it can be frustrating to split into two or more groups or have a less than ideal experience. *Love Letter* is also difficult to display. People who love the game can't do much to show off their enthusiasm — small bags with a handful of cards don't make for a great shelf presence. *Love Letter* can also look underwhelming as a gift. It's a great stocking-stuffer, or a little something "extra" to add to a present, but its tiny size makes it a bit awkward to give all by itself. Until you know how much fun is in the package, you might not think there's much value in the gift.

All three of these issues are addressed with *Love Letter Premium*. We've been thinking about this set for several years, discussing what to include and how to manufacture it to make something really special — something that can do justice to *Love Letter* and everyone who loves the game. We think we've made something extraordinary.

Love Letter Premium is a bigger game than classic *Love Letter*. And we mean that *literally*. The cards themselves are oversized which makes them easier to handle and the artwork pop off the cards. We have also expanded the game size itself, adding an additional set of cards to the mix which enables you to play the game with up to eight players. The new cards integrate with the classic cards seamlessly, so if you want to use them in every game you can — regardless of how many players you have. The new cards also incorporate new art into the game, which matches the style and flavor of the classic *Love Letter* cards.



Love Letter Premium is packaged in an amazing presentation case. The casing is crafted of high-quality cardstock with a linen finish. The clamshell lid contains a magnetic clasp to keep the box closed without tabs. Inside, the tray for the components is designed to hold the cards and tokens beautifully and safely, and the Tokens of Affection are high-quality wooden hearts, fit for any proclamation of love. The package even includes clear card sleeves printed with the *Love Letter* sigil, so you can protect the *Premium* experience despite repeated play and handling.

It will look amazing on your gaming shelf, and it is a delight as a gift.

The game comes with 40 cards total. 18 are new. The new cards include:

- **The Assassin**, who knocks out a player for using the Guard against you.
- **The Jester**, who gives you additional Affection when you predict the winner.
- **The Bishop**, who gives you Affection when you guess another player's card.
- **The Constable**, who gives you Affection if you lose after discarding him.
- **The Baroness**, who lets you look at one or two other player's hands.
- **The Cardinal**, who forces two players to swap hands and lets you see one of those hands.
- **The Sycophant**, who identifies a player that will be affected by the next card played.

- **The Dowager Queen**, who lets you compare cards with another player and knocks the player with the higher card out of the round.

- **The Count**, who increases the value of the last card in your hand by 1 at the end of the round.

Love Letter Premium has been designed to be the ultimate *Love Letter* experience. We know that people who love *Love Letter* will crave it, and we think it will become an extremely popular gift that recipients will treasure for years.

Love Letter Premium is priced at \$29.99. It will be available in retail stores in the first week of November — just in time for Christmas!





1754 CONQUEST

The French and Indian War

The Year is 1754. France and Britain have thriving colonies in North America. New England has begun expanding into the Ohio River Valley, but France has built a chain of forts extending from Lake Erie to protect their own claim on the land. Now fighting has erupted.

France and its Native American Allies control the Ohio Valley but George Washington prepares an army to take it from them. A small war has started in the colonies between France and Britain, one that will quickly ignite a World Wide War, engulfing the Americas, Europe, India, and Scandinavia.

1754: Conquest is an area control game that continues the award winning **Birth of America** Series. Complete the trilogy with **1775: Rebellion** and **1812: The Invasion of Canada**.

Simple & Fun - Easy to learn, quick play without waiting

Educational- Learn about this important chapter in history

Strategic - Command your armies to change the course of history

Teamwork - Interactive play allows for group objectives and decision making

Ages: 10+, Players: 2-4, Playing Time: 1-2 hrs,
MSRP: \$70, Code: AYG 5354



November 2016
www.AcademyGames.com



ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #200

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases.
GTM 200\$3.99

ACADEMY GAMES



1754 CONQUEST - THE FRENCH AND INDIAN WAR

Scheduled to ship in November 2016.
PSI AYG5354\$70.00



FIEF: EXPANSIONS PACK

This expansion pack includes five expansions that add further nuance to every game of Fief - France 1429. Scheduled to ship in November 2016.
PSI AYG5411\$50.00



FIEF: MEDIEVAL BUILDINGS PACK

Add visual appeal and realism to your game with these fantastic 3D buildings designed to replace the building tokens in Fief - France 1429. Fortresses and Strongholds will loom over enemy combatants as they lay siege to your troops! Scheduled to ship in November 2016.
PSI AYG5412\$40.00

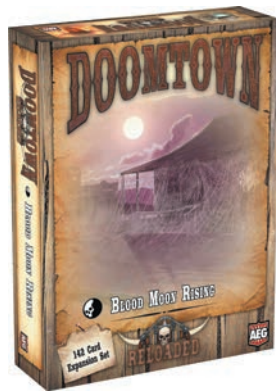
GAMES



MARE NOSTRUM: EMPIRES - ATLAS EXPANSION

Featuring new heroes, cards, counters, scenarios, and tiles, the Atlas Expansion for Mare Nostrum - Empires adds components for a 6th player, as well as a game board map expansion. Scheduled to ship in November 2016.
PSI AYG5421\$60.00

ALDERAC ENTERTAINMENT GROUP



DOOMTOWN RELOADED: PINE BOX 4 - BLOOD MOON RISING

Gomorra has been saved, but nothing in this town stands still for long. Following the epic battle against the Fourth Ring, the town is recovering from Hawley's plague, as well as Pasteur's cure. Believing the danger over, Sheriff Grothe leaves town on a mission, allowing a new menace to fill the vacuum - the new leader of the Sloane Gang! With 34 new cards (four copies of each) and six new outfit cards, Pine Boxes give you new ways to customize your Doomtown: Reloaded decks. Whether you're looking to be shootin', spell castin', or just trying to show that you have more money and influence than the next person, Blood Moon Rising expands your options for takin' over Gomorra! Scheduled to ship in October 2016.
AEG 5918\$24.99

SMASH UP: CEASE AND DESIST EXPANSION

We're gonna totally get busted. Smash Up: Cease and Desist brings you some of the coolest new factions that are TOTALLY not anything at all like some awesome movies and TV shows that we are really into. Not at all. Scheduled to ship in September 2016.
AEG 5510\$24.99



LOVE LETTER: ARCHER ONCE YOU GO BLACKMAIL

Did someone call for the world's greatest secret agent? And if not, why not? Who made that mess in the kitchen? Do you want ants, because that's how you get ants! Strap on your double Tek-9s, pop open a new bottle of champagne, and get ready to go into the Danger Zone! Archer: Once You Go Blackmail... puts you in the heart of Archness, using the Love Letter engine to play a game of intrigue, cunning, and luck - and likely a lot of phrasing. Your mission is to dig up dirt on Malory Archer and sell it to the highest bidder. Do you have the wile to outwit your opponents, get past surly field agents, a loquacious secretary, a mad scientist, and a discordant director of human resources?
BOXED EDITION
AEG 5118\$11.99
CLAMSHELL EDITION
AEG 5117\$11.99

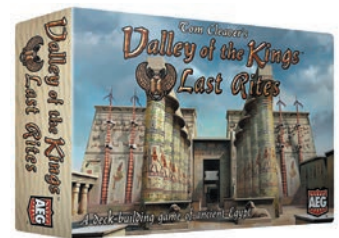


LOVE LETTER: PREMIUM EDITION

Presented in a deluxe box with a magnetic clasp featuring a special red velvet tray for storage, Love Letter Premium is designed for the player who loves Love Letter. Inside you'll find tarot-sized cards and sleeves for both the classic Love Letter card set and an all-new extension to the game that enables play for up to eight players, as well as special heart-shaped Affection Tokens. Scheduled to ship in November 2016.
AEG 5122\$29.99



.....\$24.99



VALLEY OF THE KINGS: LAST RITES

When you die, you can take it with you! In Valley of the Kings: Last Rites, players must hire artisans, builders, and priests to prepare your tomb for the afterlife. Using an innovative deck-building mechanic with a crumbling pyramid, players seek to collect the most valuable artifacts by filling their tombs with jewelry, chambers, weapons, tomb art, and other treasures. Featuring solitaire rules, Last Rites is a standalone game that can be combined with the original Valley of the Kings to play with up to six players. Scheduled to ship in September 2016.
AEG 5882\$19.99



YETI

The Himalayas: freezing cold, peaks covered with snow, and steep crags. In Yeti, you take on the role of a bold adventurer in search of the legendary (and notoriously elusive) abominable one, hoping to find its footprints somewhere in this inhospitable mountain region. If you are really lucky, you might even catch it on camera! To turn fortune in your favor, you can buy better equipment and hire local Sherpas who know their way around. But, you're not alone - other adventurers are seeking the same goal of proving the Yeti's existence and becoming famous around the world! Yeti is a tactical dice game for 2-5 bold mountaineers. Scheduled to ship in September 2016.
AEG 5872\$29.99

KEY

There are symbols and terms found throughout Game Trade Magazine. They mean the following:

Offered Again (O/A)

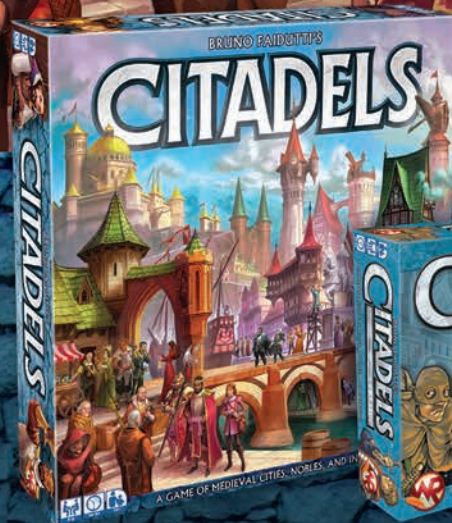
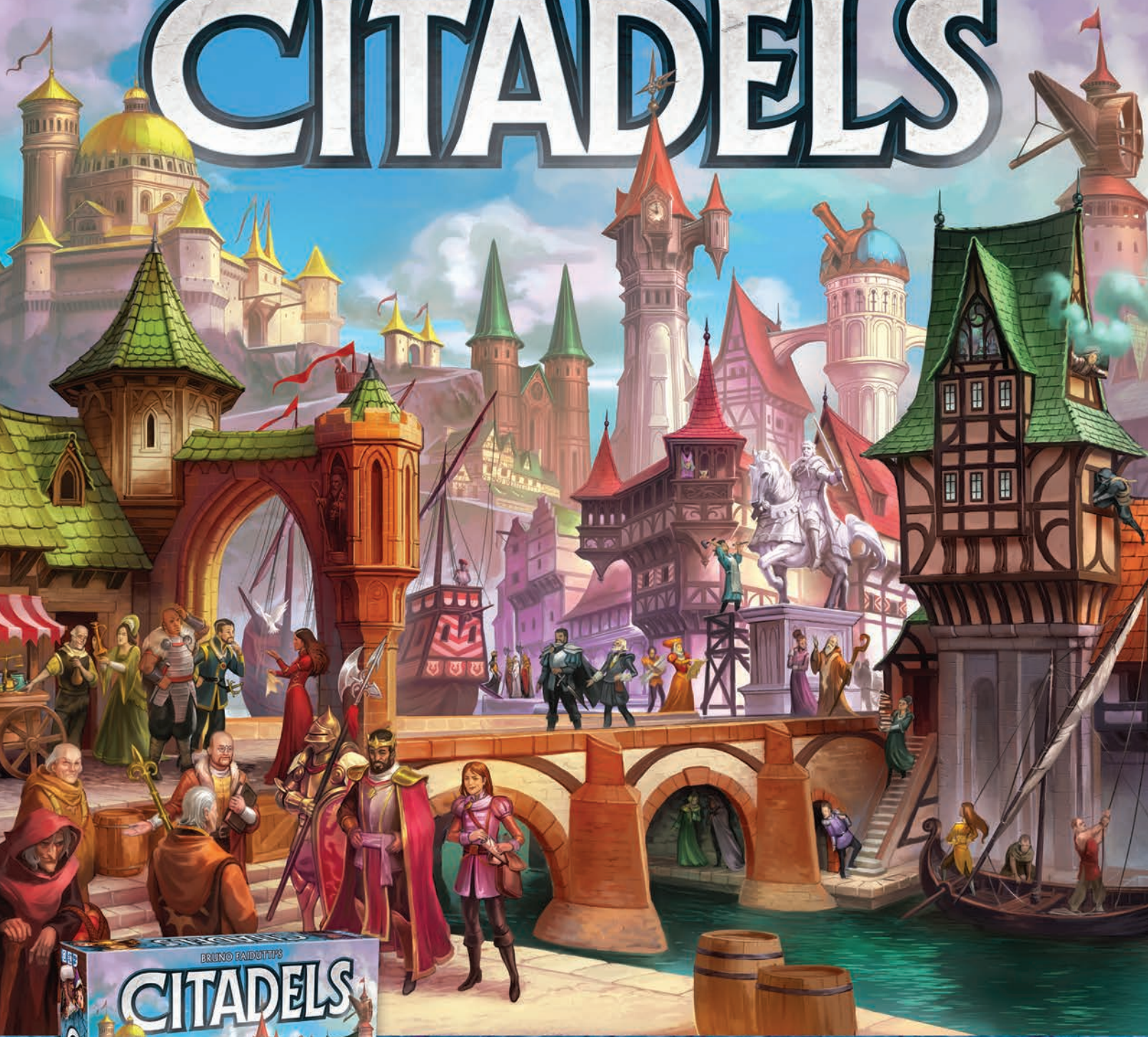
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI". Check with your retailer

BRUNO FAIDUTTI'S

CITADELS™



Build the Medieval City of Your Dreams

The new edition of *Citadels* includes the content from the original game and *Dark City* expansions, plus never-before-seen characters and districts, all realized through brand-new art and design. For collectors, *Citadels Classic* brings back the game as it was first published, complete with original art.

windrider.com

Citadels Classic | WR01 | \$12.99

Citadels | WR02 | \$29.99



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ARES GAMES

SPOTLIGHT ON



WAR OF THE RING: WARRIORS OF MIDDLE-EARTH

Many folks and creatures played a part in the War of the Ring: the mysterious Ents, the Dead Men of Dunharrow, the Great Eagles of the Misty Mountains, the Corsairs of Umbar. *Warriors of Middle-earth* gives new depths to these combatants, making them an essential part of the War of the Ring game, complete with unique figures and special abilities. Scheduled to ship in September 2016.

AGS WOTR009 \$44.90

THE ARMY PAINTER

WARPAINTS: PAINT SETS (10)

Scheduled to ship in October 2016.



KINGS OF WAR DWARFS

TAP WP8015 \$29.99



KINGS OF WAR GREENSKINS

TAP WP8014 \$29.99



KINGS OF WAR OGRES

TAP WP8017 \$29.99



KINGS OF WAR UNDEAD

TAP WP8016 \$29.99

ASMODEE EDITIONS

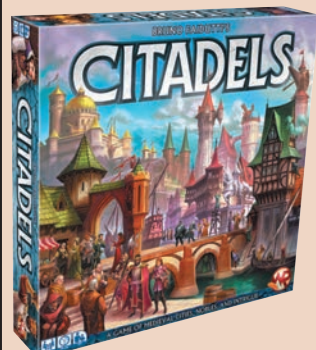


4 GODS

Grasp the power of a deity in the palm of your hand! Shape seas, forests, mountains, and plains in *4 Gods*, a fast-paced tile placement game designed by Christophe Boelinger. In *4 Gods*, you and your opponents simultaneously create a world's geography and religious landscape by placing tiles, incarnating prophets, and establishing legendary cities. In the process, you'll align yourself with the god of dwarves, the goddess of elves, the god of humans, or the goddess of the merfolk. The player whose god wields the most divine influence wins! Scheduled to ship in October 2016.

ASM FG01 \$49.99

SPOTLIGHT ON



CITADELS

Plot, scheme, and deceive as you build fantastical cities in *Citadels*, Bruno Faidutti's classic card game of card drafting, intrigue, and characters changing hands. In *Citadels*, two to eight players must shrewdly draft characters and use their abilities to create the most lavish, profitable city possible. This revised edition includes all the content from the previous editions by Fantasy Flight Games, along with new characters and districts developed by the original designer. Updated graphic design and all-new art brings to life an inviting realm rich in diversity and filled with possibilities. Scheduled to ship in October 2016.

ASM WR02 \$29.99



CITADELS CLASSIC

Experience an immensely popular city-building card game in its original form! *Citadels Classic* brings you Bruno Faidutti's game of card drafting and intrigue as it was first published by Fantasy Flight Games in 2002, with the characters as they were initially visualized by Julien Delval. Featuring easy-to-learn rules and engaging social interactions, *Citadels Classic* is both portable and affordable, enabling you to create the medieval cities of your dreams anywhere you want. Scheduled to ship in October 2016.

ASM WR01 \$12.99



COLT EXPRESS: MARSHALL AND PRISONERS EXPANSION

The Union Pacific Express is still loaded with sacks of money and priceless jewels, but your banditry is about to become more dangerous than ever before with the *Marshall and Prisoners Expansion* for *Colt Express*! Marshal Samuel Ford is fully armed and ready to shoot down any villains who dare attack his train, and a few of your trusty sidekicks have been taken prisoner in the train's prison car. Freeing them may bring you significant rewards - but is it worth trying to slip past the marshal's watchful gaze? Scheduled to ship in October 2016.

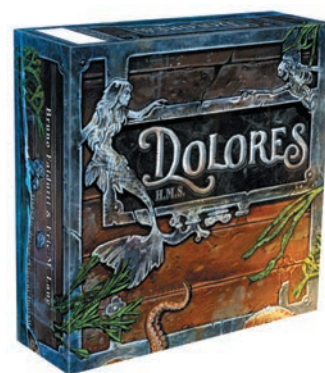
ASM COLT03 \$24.99



DIXIT: REVELATIONS EXPANSION

Featuring art by the French illustrator Marina Coudray, *Dixit: Revelations* invites you to go beyond what you see at first glance and discover what lies hidden between - or hidden by - the lines. There is no one way to interpret the images of *Dixit: Revelations*, but there are countless discoveries to make and stories to tell. Scheduled to ship in October 2016.

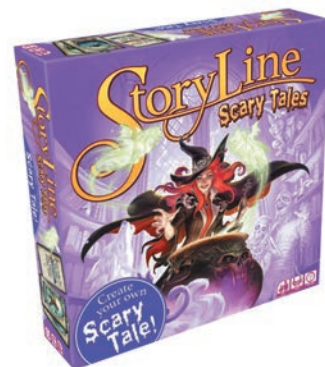
ASM DIX09 \$29.99



HMS DOLORES

Merchant vessels traveling by sea have successfully been used to carry exotic goods between nations for hundreds of years. Seafare is not only the fastest and most efficient way for the transport of goods, but it also exposes the citizenry of trade-rich nations to novel and fascinating new products. Merchants willing to brave the risks and send their ships out to discover, trade, and deliver cargo to other nations can reap these sizeable financial rewards. Unfortunately for these merchants, they have more to worry about than the tempestuous seas or navigational mishaps. Several enterprising individuals have banded together to waylay these merchant ships and seize the cargo for themselves! In *HMS Dolores*, a fast-paced card game designed by Eric Lang and Bruno Faidutti, players take on the roles of these rival shipwreckers, competing to recover as much loot as possible from the shore-bound wreckage of the *Dolores*. Scheduled to ship in October 2016.

ASM DOL01 \$24.95



STORYLINE: SCARY TALES

Continue your own fanciful adventure stories with this spooky addition of *Scary Tales*, the second installment of *StoryLine*! In this simple, beautifully-illustrated card game, players create a story together, with each player contributing characters, places, objects, and events to the narrative. Will your villain be a Wicked Vampire or a Mad Scientist? Will their lair be in a Mysterious Swamp or a Haunted Chapel? Prepare yourself for a frightful evening - this story is yours for the telling! Scheduled to ship in October 2016.

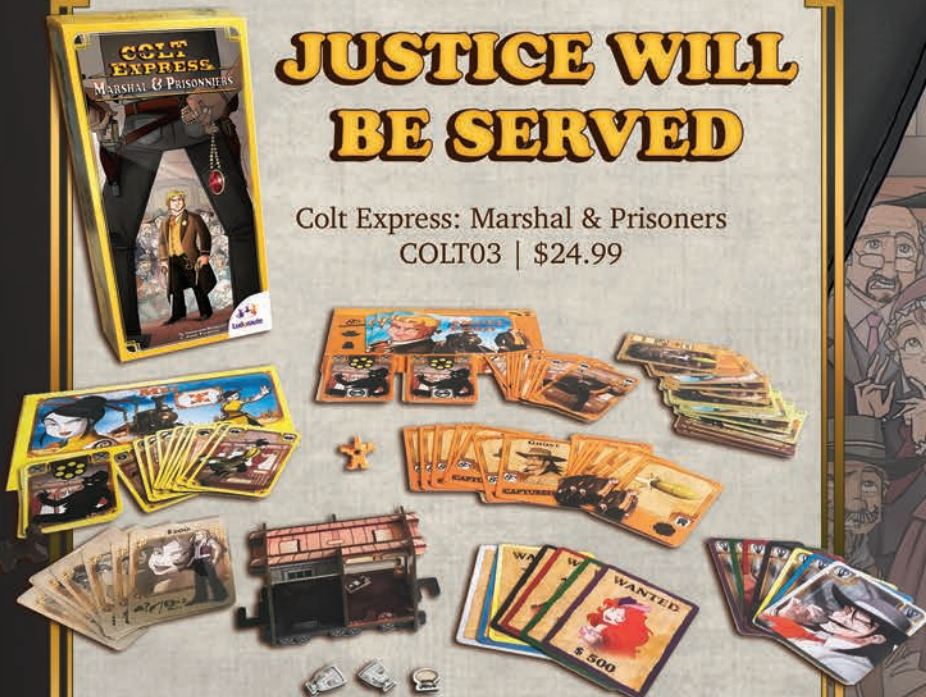
ASM SY02 \$19.95

COLT EXPRESS

MARSHAL & PRISONERS

JUSTICE WILL BE SERVED

Colt Express: Marshal & Prisoners
COLT03 | \$24.99



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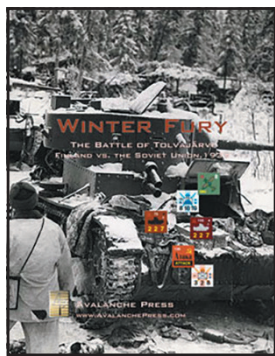


ATLAS GAMES

**HOUNDED**

Hunters come and go, too slow to catch the cunning Fox - but the Master of Hounds has run his quarry to ground a thousand times. Who will prevail? The dogs are ready to run, trained for the chase. An unexplored wilderness lies between the hunter and hunted, and the sun crests the horizon. Let the hunt begin in *Hounded*, an asymmetrical foxhunting game of bluff, escape, trickery, and entrapment! Scheduled to ship in September 2016.
ATG 1380\$17.95

AVALANCHE PRESS

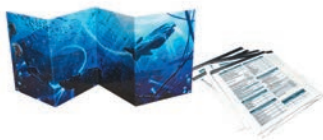
**WINTER FURY**

At the end of November 1939, the Red Army sent 450,000 men into Finland in an attempt to conquer the Soviet Union's much smaller neighbor. In what became known as the Winter War, ferocious Finnish resistance soon shocked the world and inflicted repeated defeats on the invaders. *Winter Fury* re-creates the twin battles of Tolvajrvi and Ilomantsi from 1939, as well as the 1941 Finnish offensive over the same ground. Scheduled to ship in November 2016.
APL 0705\$39.99

BLACK BOOK EDITIONS

**POLARIS RPG: CORE RULEBOOK DELUXE SET HARDCOVER IN SLIP CASE**

Horrors of the Abyss! The world above ground has become uninhabitable, forcing humankind to flee from the surface and find shelter in the seas. They are now seeking to thrive and survive in this hostile environment, contending with the species' degeneration, perpetual wars, monsters, and very limited resources... as well as the great mystery that prevails: the *Polaris Effect*! One of the bestselling roleplaying games in France for the past 20 years, *Polaris* is set in a post-apocalyptic, sci-fi world where survival is key. Take part in the political intrigues, action, exploration, and the quest to survive in *Polaris*. Packaged in a special slipcase, each book in this limited-edition, deluxe, two volume set features blind-deboss and metallic foil stamping on the covers as well as ribbon bookmarks.
PZO BBEUSPOL06\$149.90

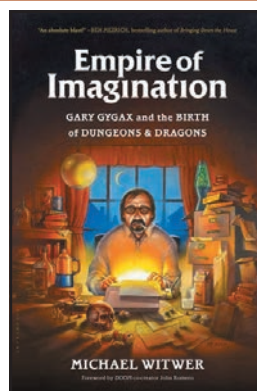
**POLARIS RPG: GAME MASTER SCREEN**

This essential accessory features the most helpful charts and tables needed to run the *Polaris Roleplaying Game*, complete with 16 datasheets containing additional charts and tables including gear lists, combat actions, and more.
PZO BBEUSPOL03\$29.90

**POLARIS RPG: LOCATION MAP FOLIO**

Designed by French artist Dorian Collet, this *Location Map Folio* for the *Polaris Roleplaying Game* provides 16 full-color maps to enhance your campaigns.
PZO BBEUSPOL05\$29.90

BLOOMSBURY USA

**EMPIRE OF IMAGINATION: GARY GYGAX & THE BIRTH OF DUNGEONS & DRAGONS**

Empire of Imagination is the dynamic life story of Gary Gygax, from his childhood in Lake Geneva, Wisconsin, to his untimely death in 2008. Gygax's magnum opus, *Dungeons & Dragons*, would explode in popularity throughout the 1970s and '80s and irreversibly alter the world of gaming. Gygax's involvement in the gaming industry lasted long after his dramatic and involuntary departure from D&D's parent company, TSR, and his footprints can still be seen in the genre of gaming that he is largely responsible for creating. With a narrative-driven style that elegantly captures the drama of those early days of D&D, author Michael Witwer has written an engaging chronicle of the life and legacy of this emperor of imagination. Scheduled to ship in August 2016.
OSP CNW037\$17.00

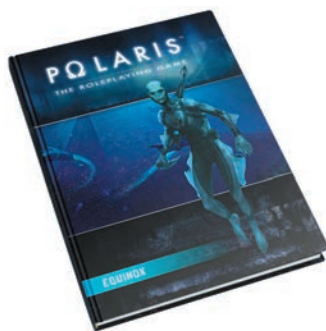
BROTHERWISE GAMES

**BOSS MONSTER: CRASH LANDING MINI-EXPANSION**

An alien spaceship has crash-landed in the world of Arcadia! A 45-card mini-expansion for *Boss Monster*, *Crash Landing* allows players to expand their *Boss Monster* game to 5-6 players, and introduces all-new treasure types, heroes, Bosses, and rooms powered by alien monsters and technological traps never before seen in the world of *Boss Monster*! Scheduled to ship in August 2016.
BGM 0011\$11.95

**POLARIS RPG: DICE SET**

Each dice set contains seven engraved dice in dark turquoise, featuring the symbol of the Cult of the Trident.
PZO BBEUSPOL01\$14.90

**POLARIS RPG: EQUINOX HARDCOVER**

Discover the underwater city of Equinox, a massive octahedron that floats on the Rockhall Threshold, and learn more about its population, way of life, and most important locations. This supplement for the *Polaris Roleplaying Game* also includes information about the Cult of the Trident, their power and intrigues, and an introductory adventure ("Industrial Espionage").
PZO BBEUSPOL02\$19.90

SPOTLIGHT ON

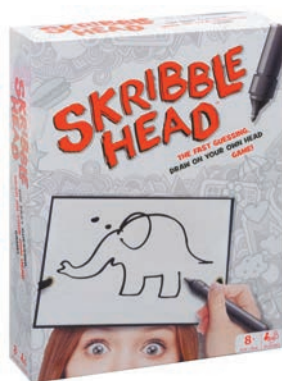
**BOSS MONSTER: PAPER & PIXELS PACK DISPLAY (10)**

Previously available only to backers of Brotherwise's Digital *Boss Monster* campaign and as a holiday retailer incentive for *Boss Monster 2*, the *Paper & Pixels Pack* is a set of 14 cards based on cards created for the *Boss Monster Digital App*. Now players will be able to bring the digital game to their tabletop with new dice and token-driven mechanics. Scheduled to ship in June 2016.
BGM 0005\$39.50

BUFFALO GAMES

**SCOOBY-DOO: FRIGHT AND THE FUNPARK**

Jinkies! Can you help the Mystery Inc. gang save the fun park from the spooky ghoul? Whoever figures out where the ghoul is hiding, wins! Kids will enjoy using the Ticket Cards to make their way around the game board trying to find the ghoul. As they move their favorite Scooby-Doo character mover around the board, they will use the Mystery Decoder to find the answers they need to win the game and save the fun park! And, they can keep track of all of their clues with the Mini Maps and Wipe-Off Markers. Scheduled to ship in August 2016.
BFG 136PI

**SKRIBBLE HEAD**

In *Scribble Head*, the fast-guessing, draw-on-your-own-head game, players take turns wearing a drawing board on an elastic headband, then takes a card from the deck and rolls the numbered die to determine which object he or she will draw on the card. The timer is started and the other players must try to guess what the artist is drawing. Scheduled to ship in August 2016.

BFG 135 PI

BUSHIROAD
**CARDFIGHT VANGUARD TCG:
ABSOLUTE JUDGMENT
BOOSTER DISPLAY (30)**

Based on the *Cardfight! Vanguard G Stride Gate* episodes, this 104-card expansion for the *Cardfight! Vanguard Trading Card Game* features new trump cards and further support for the Royal Paladin, Neo Nectar, Genesis, Gold Paladin, Link Joker, Dark Irregulars, Pale Moon and Granblue clans, as well as Cray Elemental cards. And, by popular demand, Genesis Dragon, Amnesty Messiah makes its return with a new card design! 5-cards per pack / 30-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402985-D PI


**FUTURE CARD BUDDYFIGHT TCG:
FOUR DIMENSIONS BOOSTER
PACK DISPLAY (30)**

The *Alternative Booster* is back for a second round! Step into new worlds with *Four Dimensions*, featuring fresh, new ways to build decks with new flags and special monsters! Cards from all worlds, as well as powerful re-issued cards, allow you to maximize the potential of your decks! This 118-card expansion for the *Future Card Buddyfight Trading Card Game* is offered in 5-card boosters packed in 30-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403029-D PI


**LUCK & LOGIC TCG:
BELIEVE & BETRAY
BOOSTER PACK DISPLAY (20)**

Think Together, Create Together! The door to the world of *Luck & Logic*, the TCG that Trances with you, is now open! Featuring new abilities for referencing field position and trapping your opponents, this booster set can be combined with cards from *Trial Deck Bullet Logic* to easily create a powerful "Mana" deck! 7-cards per pack / 20-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402824-D PI


**LUCK & LOGIC TCG: BULLET LOGIC
TRIAL DECK DISPLAY (6)**

Think Together, Create Together! Featuring an introduction to the world of the goddesses and faith - Tetra-Heaven - this Trial Deck to the *Luck & Logic Trading Card Game* comes with two logicians - Mana Asuha and Yukari Nanahoshi! Plus, raise your logic and challenge your opponent in the paradox zone! Offered in 6-count displays, each 60-card, pre-constructed Trial Deck includes a Quickstart manual and a playmat. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402817-D PI


**WEISS SCHWARZ TCG: FATE/
KALEID LINER PRISMA ILLYA DX
BOOSTER PACK DISPLAY (20)**

Collecting cards from the Japanese Edition of *Fate/kaleid liner PRISMA ILLYA* and *Fate/kaleid liner PRISMA ILLYA 2wei! Extra Boosters*, this expansion for the *Weiss Schwarz Trading Card Game* features seven Class Cards with Illya and her friends! 8-cards per pack / 20-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402978-D PI

WEISS SCHWARZ TCG: KANCOLLE FLEET BOOSTER PACK DISPLAY

Take on the role of an Admiral to lead your personal KanColle fleet and level them up to defeat your opponents and vie for naval supremacy with the *KanColle English Edition Booster Pack*! Featuring RR+ rarity and more characters from the super sensational and highly popular web browser game *KanColle*, this 164-card expansion for the *Weiss Schwarz Trading Card Game* is offered in 8-card boosters packed in 20-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402930-D PI

CASTLE GAMES**OPERATION:****NOAH'S ARK EDITION**

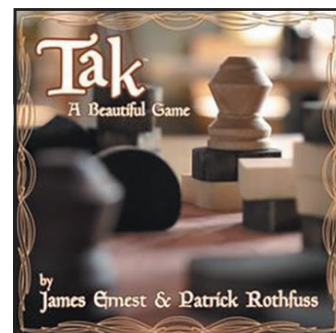
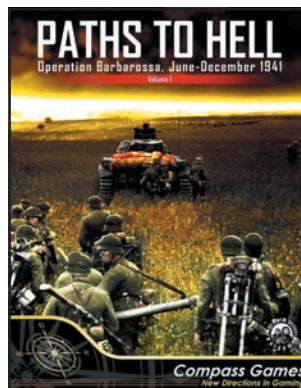
Get the animals off the Earth and safely on the ark before the flood comes. If you touch the sides you get the thunderbolt! Scheduled to ship in August 2016.

CGD 721 \$30.00

CHEAPASS GAMES**TAK**

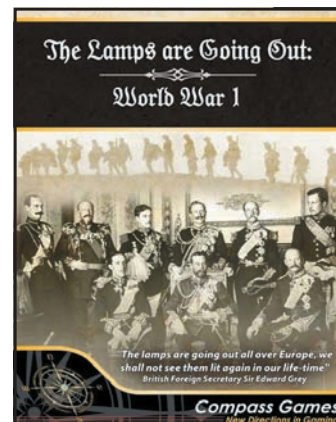
Tak is a two-player abstract strategy game dreamed up by Pat Rothfuss in "The Wise Man's Fear" and made reality by James Ernest. A pure abstract game in the same family as Chess, Go, and Mancala, players in *Tak* attempt to make a road of their pieces connecting two opposite sides of the board. Scheduled to ship in November 2016.

PSI CAG239 \$55.00

**COMPASS GAMES****PATHS TO HELL**

At 4:15am on June 22, 1941, Adolf Hitler launched his armies eastward in a massive invasion against the Soviet Union, Codenamed Operation Barbarossa. It was the largest military operation in history, as three great army groups involving more than 3-million Axis troops, 150 German divisions, and three-thousand tanks smashed across the frontier into Soviet territory. Recreating the most famous battles of the Blitzkrieg on the East Front at a tactical level, *Paths to Hell* is a stand-alone game in the *A las Barricadas!* game series. Scheduled to ship in October 2016.

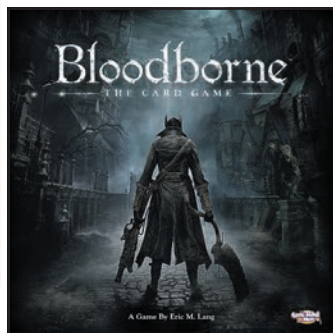
CPS 1034 \$80.00


**THE LAMPS ARE
GOING OUT: 1914**

A standalone board game that simulates World War I at the grand strategic level, *The Lamps Are Going Out* pits the Central Powers against the Triple Entente and spans the entire war from August, 1914 until November, 1918. Scheduled to ship in July 2016.

CPS 1037 \$69.00

COOLMINIORNOT



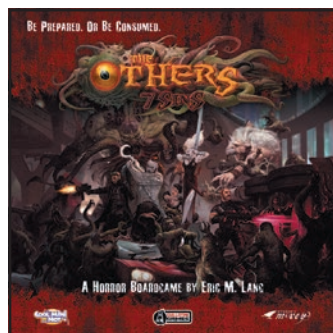
BLOODBORNE - THE CARD GAME

Hunt Your Nightmares! Based on the Chalice Dungeons in From Software's popular PS4 console game, *Bloodborne*, the *Bloodborne: The Card Game* delves deep into the ever-changing labyrinths and tombs carved out by the Great Ones beneath the fallen city of Yharnam, where horrifying creatures dwell. Scheduled to ship in October 2016.

COL BBN001\$34.99

THE OTHERS

Scheduled to ship in October 2016.



THE OTHERS: CORE BOX

Be Prepared...or Be Consumed! The world stands on the brink of Apocalypse! The fanatics of the Hell Club have summoned the Seven Deadly Sins to lay waste to our reality. Slowly the Others have crept into our lives, corrupting society from within. The city of Haven is the key to their invasion, but it will not go down without a fight thanks to the actions of the paranormal organization known as F.A.I.T.H. (Federal Authority for the Interdiction of Transdimensional Horrors). In *The Others: 7 Sins* by Eric M. Lang, one player controls one of the Seven Deadly Sins, employing monstrous incarnations of these corruptive forces in an attempt to consume the world and bring about the Apocalypse. The rest of the players cooperate as heroes of the F.A.I.T.H. organization who will attempt to fight back the invasion! Only teamwork will save the city from giving in to Sin!

COL SSN001\$99.99



ARTBOOK

COL SSN015\$20.00



BETA TEAM BOX

COL SSN007\$34.99



CORRUPTION PACK

COL SSN013\$14.99



DELTA TEAM BOX

COL SSN009\$34.99



DICE PACK

COL SSN012\$6.99



ENVY BOX

COL SSN003\$12.00

APOCALYPSE

This expansion adds a new Apocalypse track that counts down, adding new avatars to the board as the end draws closer. The need for heroes has never been direr. Scheduled to ship in October 2016.

COL SSN010\$44.99



GAMMA TEAM BOX

COL SSN008\$34.99



GLUTTONY BOX

COL SSN004\$24.99



GREED BOX

COL SSN005\$24.99



LUST BOX

COL SSN002\$24.99



PLASTIC TOKEN PACK

COL SSN014\$24.99



SONS OF RAGNAROK

COL SSN011\$24.99

WOUNDS PACK

COL CMON001\$10.00

WRATH BOX

COL SSN006\$12.00

CORVUS BELLI

SPOTLIGHT ON

INFINITY: OPERATION RED VEIL

In the commercial area of the Neon Lotus Orbital Station, Yu Jing and Haqqislam spec ops teams fight for data that could reveal a covert operation to manipulate and subvert the financial markets of the Sphere. *Operation: Red Veil* contains two totally new and re-sculpted Starter Packs of two different factions: Yu Jing and Haqqislam. It also includes two exclusive miniatures, one per faction, only available in this Battle Pack, as well as ready-to-play cardboard scenery (four buildings and six containers), a Game Mat, and six 20-sided dice, plus cardboard markers, templates, and a ruler - everything you need to start playing. Scheduled to ship in September 2016.

CVB 280010-0595\$101.64



CZECH GAMES EDITION

FEATURED ITEM



VLAADA CHVÁTIL CODENAMES PICTURES

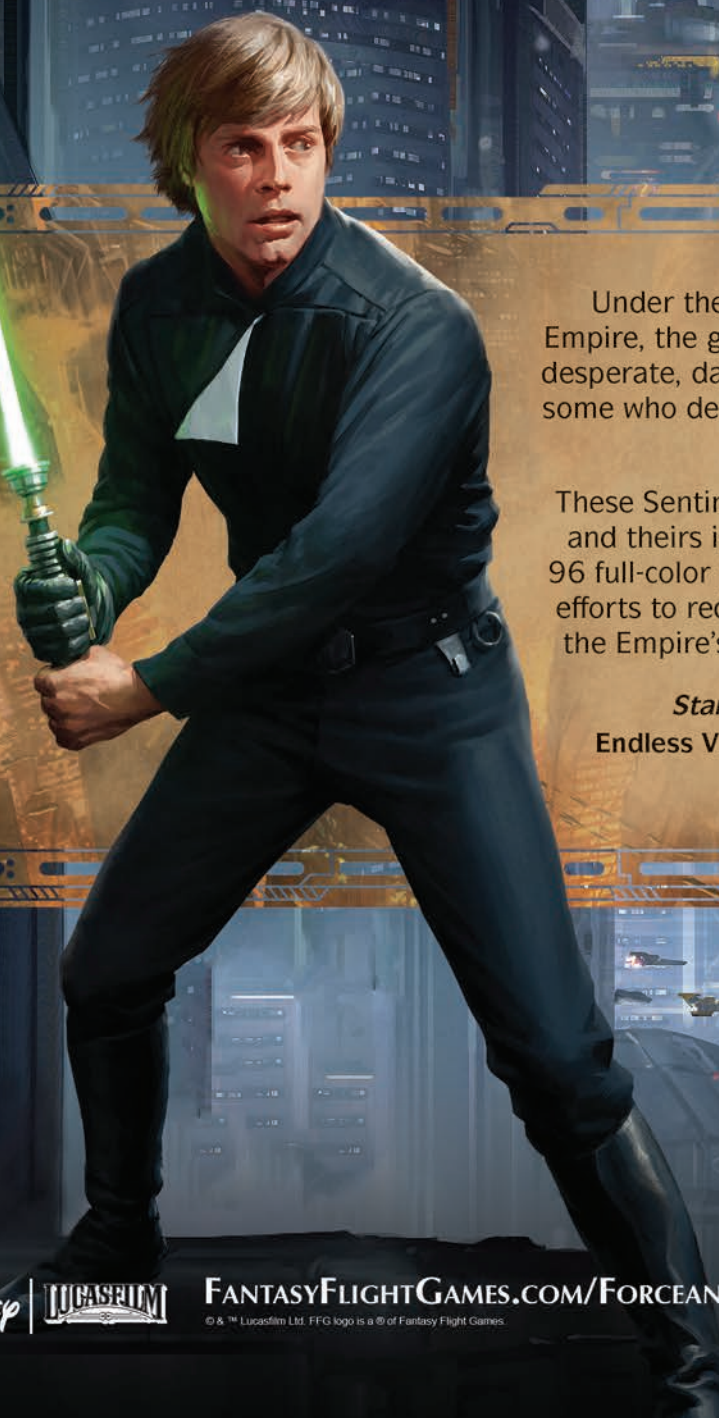


CODENAMES: PICTURES

Two rival spymasters know the secret identities of their agents in the field. Their teammates know the agents only by their CODENAMES. Now, *Codenames* can be played with pictures! Whimsical, mind-twisting illustrations are used instead of word cards. Can you find one word that ties your team's pictures together?

CGE 00036\$19.95

STAR WARS® **FORCE AND DESTINY™** **ENDLESS VIGIL** A Sourcebook for Sentinels



Under the tyrannical rule of the Galactic Empire, the galaxy's largest cities have become desperate, dark, and oppressive. Still, there are some who dedicate themselves to fighting back from the shadows.

These Sentinels are the last bastions of hope, and theirs is often a thankless vigil. With its 96 full-color pages, *Endless Vigil* bolsters their efforts to redress unsolved crimes and loosen the Empire's stranglehold upon their worlds.

Star Wars: Force and Destiny
Endless Vigil: A Sourcebook for Sentinels
SWF30 | \$29.95



FANTASYFLIGHTGAMES.COM/FORCEANDDESTINY

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FEATURED ITEM



BANG!: THE DUEL PLAYER MAT

This pair of player mats - one for the Sheriff and one for the Outlaw - can assist you in organizing your *BANG! The Duel* cards, equipment, and tokens on the table. Scheduled to ship in September 2016.

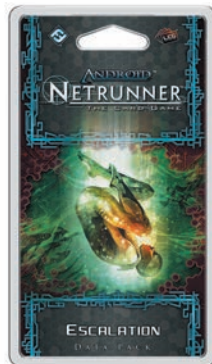
DVG 9114 \$22.90

FANTASY FLIGHT GAMES

ANDROID NETRUNNER LCG: ESCALATION DATA PACK

The third Data Pack in the *Flashpoint Cycle* for *Android: Netrunner*, *Escalation* explores New Angeles in the wake of the Twenty-Three Seconds incident. Jinteki and the Anarchs gain new identities, while aggressive Corps lock down their assets and hunt down their rivals. Plus, Runners gain new decoders and new incentive to uncover and reveal the truth of the Corps' activities. But, amidst the escalating tensions, if the Runners hack the Corps, can they still survive? Scheduled to ship in October 2016.

FFG ADN38 \$14.95



A GAME OF THRONES LCG: 2ND EDITION - THERE IS MY CLAIM CHAPTER PACK

The fourth Chapter Pack in the *War of Five Kings Cycle* for *A Game of Thrones: The Card Game*, *There Is My Claim* continues your journey through *A Clash of Kings*, the second book in George R.R. Martin's epic saga. Here, you can evoke the turmoil of the *War of the Five Kings* with new cards that interact with *Kings*, even as the winter winds rise and the Summer and Winter plot traits become more important to your strategy. You also gain access to powerful new unique characters, including Jojen Reed, Pyat Pree, Jaqen H'ghar, and new versions of Stannis Baratheon and Aeron Damphair. Scheduled to ship in October 2016.

FFG GT12 \$14.95



THE LORD OF THE RINGS LCG: THE TREASON OF SARUMAN NIGHTMARE DECKS

Combined in a single, sixty-card package, *The Treason of Saruman Nightmare Decks* for *The Lord of the Rings: The Card Game* introduce new setup and encounter decks that greatly increase the difficulty of the three scenarios from *The Treason of Saruman Saga Expansion*. With a focus on the treacherous Wizard and his fearsome Uruk-hai, these Nightmare Decks raise the stakes of your adventures with Aragorn and company. Simultaneously, they introduce new themes and story elements, such as the arrival of Maohur's Orcs and the dastardly effect of Saruman's Wizardry. Scheduled to ship in August 2016.

FFG UMEN36 PI



THE LORD OF THE RINGS: JOURNEY TO MORDOR

Experience the thrill of the Fellowship's desperate race in a fraction of the time with *The Lord of the Rings: Journey to Mordor*! *Journey to Mordor* is a dice game that puts you and your friends in the roles of the four Hobbits in the Fellowship. Together, you must travel along the route of the Fellowship, from Bag End to Mordor and the Mountain of Fire, itself! Every turn, you'll need to press your luck, battling Orcs and staying one step ahead of the Nazgul that pursue you. The player who makes it to Mount Doom first and destroys the One Ring is the winner. Scheduled to ship in October 2016.

FFG LTR17 \$12.95



STAR WARS: THE FORCE AWAKENS ART SLEEVES (50)

In these uncertain times, it's important to make sure you and those you care about are safe from harm. You can protect your cards and evoke the thrilling battles and moving scenes of *The Force Awakens* with these 3.5" x 5.5" Star Wars card sleeves. Scheduled to ship in October 2016.

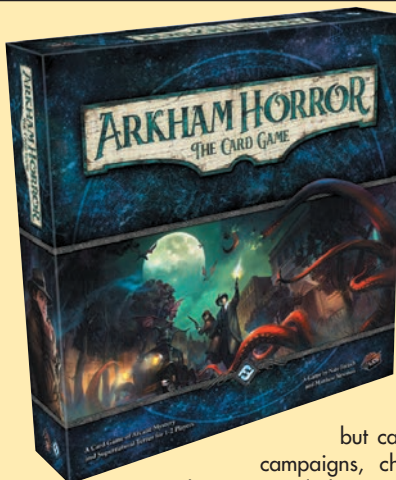
BB-8
FFG SWS26 \$4.99

FIRST ORDER
FFG SWS28 \$4.99

KYLO REN
FFG SWS27 \$4.99

REY
FFG SWS25 \$4.99

FEATURED ITEM



ARKHAM HORROR: THE CARD GAME

The boundaries between worlds has drawn perilously thin! In *Arkham Horror: The Card Game*, a cooperative Living Card Game set amidst a backdrop of Lovecraftian horror, as the Ancient Ones seek entry to our world, one to four investigators work to unravel arcane mysteries and conspiracies. Their efforts determine not only the course of your game,

but carry forward throughout whole campaigns, challenging them to overcome their personal demons even as *Arkham Horror: The Card Game* blurs the distinction between the card game and roleplaying experiences. Scheduled to ship in October 2016.

FFG AHC01 \$39.95

THE LORD OF THE RINGS LCG: THE SANDS OF HARAD DELUXE EXPANSION

The new cards and scenarios in *The Sands of Harad* deluxe expansion for *The Lord of the Rings: The Card Game* provide you and your heroes a chance to explore the strange lands and cultures in the southern reaches of Middle-earth. You'll travel from the coast, deep into the desert of Harad, then back within the reach of Mordor and the Dark Lord's Orcs. Meanwhile, your desperate journeys may lead to desperate alliances, and you'll find new allies, a new side quest, and a pair of heroes who make each other stronger. Scheduled to ship in October 2016.

FFG MEC55 \$29.95



THE LORD OF THE RINGS™

THE CARD GAME

THE SANDS OF HARAD™

EXPANSION



MEC55 | \$29.95



WWW.LORDOFTHERINGSLCG.COM

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STAR WARS IMPERIAL ASSAULT: SKIRMISH MAPS

Featuring three distinct styles (Training Ground, Nelvaanian War Zone, and Coruscant Landfill) measuring 26" by 26", each Skirmish Map for Star Wars: Imperial Assault details the rooms, corridors, and twisted hallways shown on one of the three tournament-legal skirmish missions. Scheduled to ship in August 2016.

CORUSCANT LANDFILL

FFG SWI40 PI

NELVAANIAN WARZONE

FFG SWI39 PI

TRAINING GROUND

FFG SWI38 PI



STAR WARS LCG: GALACTIC CONFLICT TWO-PLAYER PLAYMAT

Enter the Star Wars universe and span the distance between players with the *Galactic Conflict Two-Player Gamemat* for *Star Wars: The Card Game*! Featuring clearly marked, Star Wars-themed positions for your units, enhancements, objective cards, command deck, and victory display, this massive 26" x 36" playmat provides a clean, stylish play surface and ensures that you and your opponent always know exactly where your cards should go. Scheduled to ship in August 2016.

FFG SWS37 PI



STAR WARS RPG: CREATURES OF THE GALAXY DECK

Expand the galaxy of your *Star Wars* roleplaying campaign as you encounter Rancors, Dark Troopers, Viper Probe Droids, and Gand Findsmen with this selection of NPCs introduced in these *Adversary Decks*. Scheduled to ship in July 2016.

FFG USWR06 PI



STAR WARS RPG: FORCE AND DESTINY - ENDLESS VIGIL HARDCOVER

In the galaxy's most oppressive, urban environments, the Force users known as Sentinels dedicate themselves to fighting back from the shadows. These Sentinels are the last bastions of hope in these desperate cities, and they gain new support from the *Endless Vigil* sourcebook for *Star Wars: Force and Destiny*. *Endless Vigil* introduces new specializations, species, signature abilities, and gear, while Game Masters will find materials to enrich their urban encounters, including new droid adversaries, information on podracing, and tips and charts to get the most out of their urban and investigative adventures. Scheduled to ship in October 2016.

FFG SWF30 \$29.95

STAR WARS RPG: ADVERSARY DECKS

Expand the galaxy of your *Star Wars* roleplaying campaign as you encounter Rancors, Dark Troopers, Viper Probe Droids, and Gand Findsmen with this selection of NPCs introduced in these *Adversary Decks*. Scheduled to ship in July 2016.

HUNTERS AND FORCE USERS

FFG USWR08 PI

IMPERIALS AND REBELS II

FFG USWR07 PI



WARHAMMER QUEST: THE ADVENTURE CARD GAME - TROLLSLAYER EXPANSION PACK

The savage Dwarf fighters known as Troll Hunters seek glorious death in battle to make up for some great shame in their past. As a result, they routinely seek combat with the most dangerous monsters they can find. There's nothing subtle about the *Trollslayer Expansion Pack* for *Warhammer Quest: The Adventure Card Game*. It's just a giant heap of fearless, axe-wielding, battlecry-screaming, death-dealing Dwarf! The *Trollslayer*'s three hero cards, eight actions, and three legendary gear cards are all aimed squarely at leaping into the thick of combat, unarmored, and cutting down your foes! Scheduled to ship in July 2016.

FFG UWHQ03 PI



WARHAMMER QUEST: THE ADVENTURE CARD GAME - WITCH HUNTER EXPANSION PACK

Witch Hunters will travel far and wide to hunt down and destroy the forces of evil. Their pursuit is utterly relentless, and they will do whatever they must in order to eliminate the evils they encounter - even if that means they suffer a few innocent casualties. With the *Witch Hunter Expansion Pack* you'll find everything you need to add these grim and resolute holy warriors to your games of *Warhammer Quest: The Adventure Card Game*, including three hero cards, eight actions, and three items. Scheduled to ship in July 2016.

FFG UWHQ02 PI

FIRESIDE GAMES



CASTLE PANIC: ENGINES OF WAR EXPANSION

An expansion for *Castle Panic*, *Engines of War* introduces an Engineer who uses new Resource cards to build Catapults, Ballistas, Barricades, and more to better defend the Castle from the growing capabilities of the Monsters. Now they're charging at you with a Siege Tower, War Wagon, and a Battering Ram! And they've enlisted the help of a Shaman, Breathtaker, and Goblin Saboteurs! Prepare your forces! The fight just added *Engines of War*! Scheduled to ship in November 2016.

PSI FSD1007 \$17.95

FORCE OF WILL

FORCE OF WILL: VINGOLF 2 - VALKYRIA CHRONICLES SET

To arms, soldiers! Gallia is under attack, and the enemy is on our borders. The empire has come in search of ragnite and conquest, but they will find that only war awaits them! Join the legendary Valkyrur, descendants of an ancient race of warriors, and their friends across three generations of war in this second *Vingolf* series expansion for *Force of Will*. This time, *Valkyria Chronicles* takes the stage with Ruler cards, Resonators, Spells, and plenty of Magic Stones, this box set comes with everything you'll need to join the fight! Each *Force of Will Valkyria Chronicles* box contains 225 cards.

YCW 522259 PI

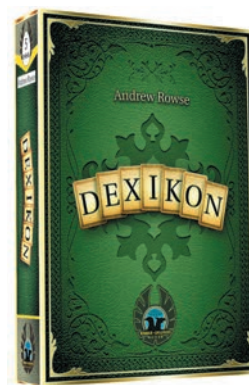
FRED DISTRIBUTION



CUBIST

In *Cubist*, players are architects competing to build a grand and inspiring new Modern Art Museum, including its interior sculptures and installations, using cubes, or more precisely, dice! Enlist the aid of masters of modern art like Juan Gris, Franz Marc, and Olga Rozanova, and sculpt cleverly, but quickly, to get the new Museum named after you! Scheduled to ship in August 2016.

FRD 101432N \$39.99



DEXIKON

In *Dexikon*, a deck-building card spelling game, players begin with a small deck of versatile letter cards, then use the cards to spell words, score points, and buy other letter cards. Scheduled to ship in August 2016.

FRD 101521N \$14.99

DEXIKON: ALTERNATE LETTERS EXPANSION

Scheduled to ship in August 2016.

FRD 101791 \$3.00

DEFENDERS OF THE REALM - DRAGON EXPANSION

The *Dragon Expansion* provides the means to ramp up, ease up, expand, and customize your *Defenders of the Realm* gaming experience in a variety of ways. The three Dragon Generals (Onyx, Hemlock, and Brimstone) join Sapphire, the original blue Dragon from the base game, in a struggle that will severely test the mettle of the Heroes of the Realm. Scheduled to ship in August 2016.

FRD 101778.....\$69.99



HEIR TO THE PHARAOH

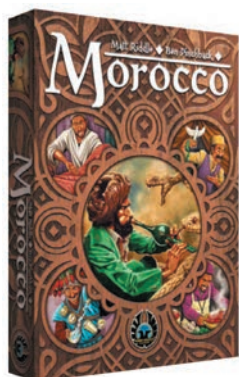
Ancient Egypt is going to the dogs - or maybe to the cats? Displeased by his children, the Pharaoh favors his pets, instead, and has decided to alter the lines of succession and will bequeath his entire kingdom either to the feline goddess Bast or to the canine god Anubis. But which one? Fight tooth and claw to win the Pharaoh's favor in *Heir to the Pharaoh*, a cunning game of cats, dogs, and quarreling gods in the sands of ancient Egypt. Scheduled to ship in August 2016.

FRD 101828.....\$49.99

HEIR TO THE PHARAOH: CURSED EXPANSION

Scheduled to ship in August 2016.

FRD 101873.....\$7.99



MOROCCO

In *Morocco*, players are families of artisans carrying on the ancient traditions of the world famous Jemaa el-Fnaa market square in Marrakech, Morocco. Each day, they work to claim the best stalls across the market and attract customers to sample their wares or be enthralled by their amazing feats. The ancient families of Snake Charmers, Water Sellers, Rug Merchants, Magicians, and Food Sellers work hard vying for the best stalls. Scheduled to ship in August 2016.

FRD 101824.....\$49.99

DAWN: RISE OF THE OCCULITES

Based on the information gathered by the honorary professor Charles-Darwin over thirty-odd years, *Dawn: Rise of the Occulites* recreates the struggles the Occulite Tribes faced in their early days when they were small and scattered across the land. *Dawn: Rise of the Occulites* is a miniatures board game where players choose an Occulite tribe and compete by recreating pivotal moments in their short history, or by leading the tribe through its evolution. Scheduled to ship in August 2016.

FRD 101420N.....\$175.00



TAKE IT EASY

Take It Easy is accessible as *Bingo*, but with color, strategy, and a whole lot more fun! Scheduled to ship in August 2016.

FRD 900011.....\$24.99

FROSTED GAMES

SPOTLIGHT ON

BRETTSPIEL ADVENT CALENDAR 2016

This holiday treasure box contains 24 expansions for 24 different games: *Arcadia Quest*, *Arkwright*, *Broom Service*, *Bohemian Villages*, *Cacao Chocolate*, *Camel Up Cards*, *Crisis*, *Gold West*, *Guilds of London*, *Hansa Teutonica*, *Imhotep*, *Istanbul*, *Karuba*, *King of Tokyo/New York*, *Mysterium*, *Panic Lab*, *Portal of Heroes*, *Quadrópolis*, *Robinson Crusoe*, *Saboteur*, *Tallinn*, *The Oracle of Delphi*, *West of Africa*, and *Zooloretto*. Scheduled to ship in October 2016.

FRO ADVENT216.....PI

THE FORGE STUDIOS



THE RANGERS: A SHADOW RISING

In this pilot episode of *The Rangers*, the tale begins in the Borderlands of the kingdom of Olaran, in the epic fantasy world of Adrasil. The Shadow Elf Prince Korlan (John Wells) rediscovers an ancient blade, The Etcher of Souls - a sword that holds great power and a terrible secret. Now, The Rangers, the kings vanguard, are the only ones standing between The Shadow Prince and his destiny! Scheduled to ship in July 2016.

BLU RAY

FGS D02.....\$19.99

DVD

FGS D01.....\$14.99



THE RANGERS: A SHADOW RISING T-SHIRT

Scheduled to ship in July 2016.

(S) FGS TS01-S.....\$15.00

(M) FGS TS01-M.....\$15.00

(L) FGS TS01-L.....\$15.00

(XL) FGS TS01-XL.....\$15.00

(XXL) FGS TS01-XXL.....\$15.00



THE RANGERS: DRUSTAN CHRONICLES DVD

Drustan Lorne, an elite Kings Ranger and protector of the realm, finds his home village in the Grimmo Mountains raided by Greenskin Orcs. Mograh The Merciless & Headripper have taken his daughter captive, forcing him to track them down and confront them - with extreme prejudice! The story of *The Rangers: Drustan Chronicles* is a prequel to *The Rangers: A Shadow Rising*. Scheduled to ship in July 2016.

FGS D03.....\$12.99

THE RANGERS: RISE OF WAR BOARD GAME

The Rangers: Rise of War is an Adventure Battle Game featuring four factions - The Humans of the kingdom of Olaran, the Wood Elves, The Orcs, and Shadow Elves - in a battle for the control of Adrasil. Scheduled to ship in October 2016.

FGS BG01.....\$79.95

GAMES WORKSHOP



SYLVANETH DICE

GAW 66-81.....\$20.00



ULTRAMARINES DICE (20 - 16MM)

GAW 66-86.....\$20.00

CITADEL



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SHATTERED DOMINION	
GAW 60-30	\$40.00
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GAW 60-21	\$15.00

HORUS HERESY



CATAPHRACTII TERMINATORS

GAW 01-02 \$65.00



CONTEMPTOR DREADNOUGHT

GAW 01-03 \$60.00



MARK IV SPACE MARINES

GAW 01-01 \$50.00



SPACE MARINE HEROES

GAW 01-04-NEW \$50.00

START COLLECTING!



BLOOD ANGELS

GAW 70-41 \$85.00



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GAW 70-95 \$85.00



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GAW 70-89 \$85.00



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GAW 70-82 \$85.00



STORMCAST ETERNALS

GAW 70-96 \$85.00



SYLVANETH

GAW 70-92 \$85.00

STORMCLOUD ATTACK



FAITH & HERESY

GAW SA-01-60 \$100.00



THE ANCIENT & THE GREATER GOOD

GAW SA-03-60 \$100.00



THE ELDRITCH & THE BEAST

GAW SA-02-60 \$100.00

WARHAMMER 40K



CHAOS SPACE MARINE HELDRAKE

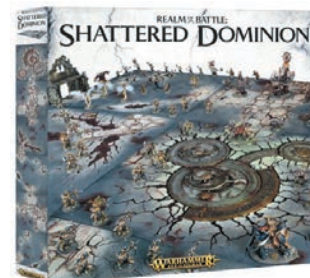
GAW 43-15-NEW \$74.00



IMPERIAL BASTION

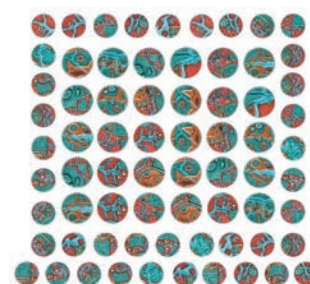
GAW 64-35 \$41.25

WARHAMMER FANTASY BATTLE: AGE OF SIGMAR



REALM OF BATTLE: SHATTERED DOMINION

GAW 64-06-NEW \$330.00

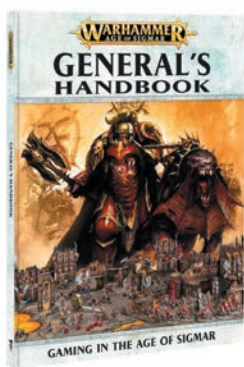


SHATTERED DOMINION MINIATURE BASES

25 & 32MM ROUND	
GAW 66-96	\$33.00
40 & 65MM ROUND	
GAW 66-97	\$33.00
60 & 90MM OVAL	
GAW 66-98	\$33.00
LARGE BASE DETAIL	
GAW 66-99	\$33.00



CHAOS DREADHOLD CRUCIBLE
GAW 64-20.....\$100.00



GENERAL'S HANDBOOK
GAW 80-14-60.....\$25.00

CITADEL ESSENTIALS SET
GAW 80-17-99.....\$33.00



EASY TO BUILD: BLOOD REAVERS
GAW 71-04.....\$15.00



GORECHOSEN
Mayhem and madness are the sacraments of Khorne, and the Gorechosen - the dark champions of the Bloodbound - provide these offerings in abundance. In Gorechosen, a game of brutal arena combat in the Age of Sigmar, these fiercely competitive warriors take to the arena, battling each other to demonstrate their worth to their mighty leader. Featuring stunning miniatures and fast-paced, brutal gameplay, Gorechosen is a desperate, tactical battle royal in which only one fighter can triumph! Will your chosen champion dominate the arena, or be struck down in ignominy? The box includes four plastic, multi-part Citadel miniatures of four iconic champions of Khorne: the Exalted Deathbringer of Khorne, the Skullgrinder, the Slaughterpriest, and the Aspiring Deathbringer with Goreaxe and Skullhammer. Scheduled to ship in September 2016.
GAW GRC-60.....\$60.00



EASY TO BUILD: BLOOD WARRIORS
GAW 71-03.....\$15.00



EASY TO BUILD: LIBERATORS
GAW 71-01.....\$15.00

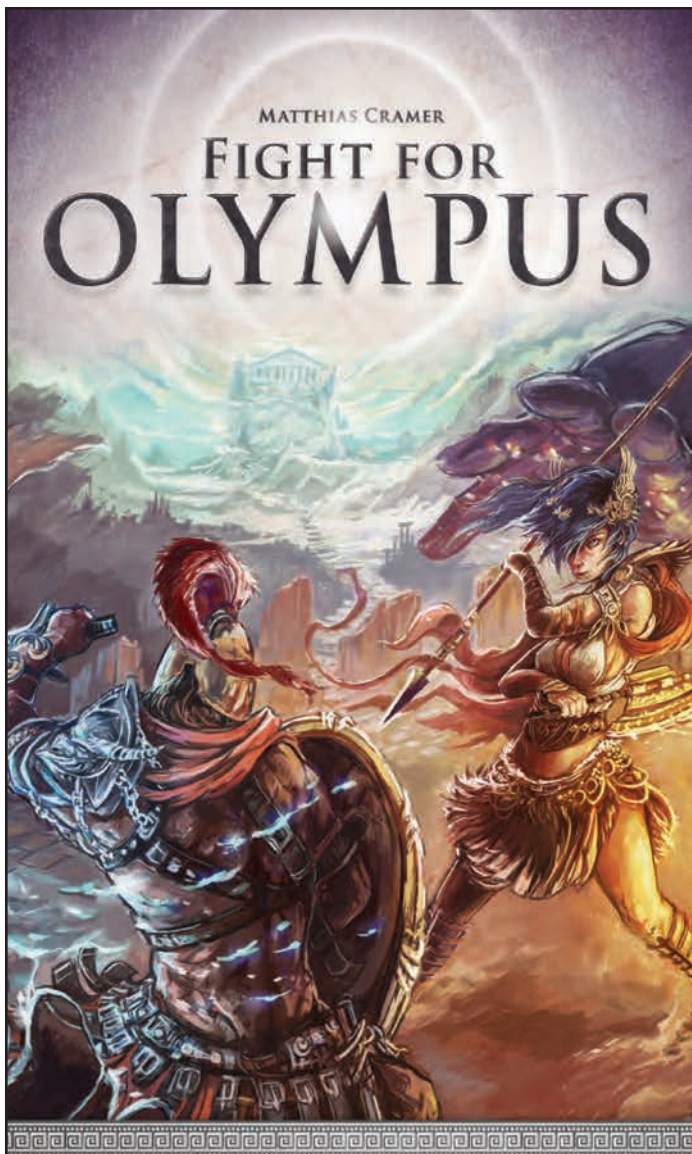


EASY TO BUILD: RETRIBUTORS
GAW 71-02.....\$15.00

WARHAMMER FANTASY BATTLE



BATTLETOME: BONESPLITTERS
GAW 89-02-60.....\$33.00



Win an exciting duel and become the master of the Greek pantheon!



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BATTLETOME: DOMINION OF CHAOS

GAW 83-05-60\$33.00



HOW TO PAINT: SYLVANETH

GAW 92-02-60\$10.00



SYLVANETH DRYCHA HAMADRETH

GAW 92-15\$60.00



DUNGEON CRAWL CLASSICS #91.1: THE LOST CITY OF BARAKO

The pleasure palace of Barako rises above the Bleak Shores atop enormous stone pylons. The palace arches towards the cavernous gloom, lit by a thousand lanterns fueled by the rendered flesh of a thousand lamenting souls. Within the city, hellish figures dart and whirl in the flickering light, prostrating themselves before their Aghartan masters, all to the cacophonous beat of a thousand alien instruments. What adventures will you find here? *The Lost City of Barako* is a Level 4 Dungeon Crawl. Scheduled to ship in September 2016.

IMP GMG50921\$9.99



BATTLETOME: SYLVANETH

GAW 92-01-60-NEW\$49.50



REALMGATE WARS 4: ALL-GATES

GAW 80-10-60\$65.00



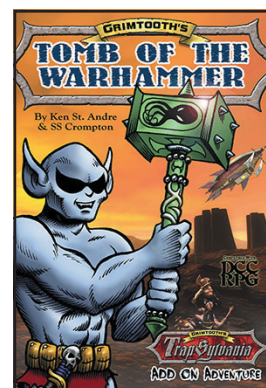
SYLVANETH KURNOTH HUNTERS

GAW 92-13\$58.00



SYLVANETH TREE-REVENANTS

GAW 92-14\$37.00



DUNGEON CRAWL CLASSICS: GRIMTOOTH'S TOMB OF THE WARHAMMER

Can you go where no troll dares to tread? Long ago, the elves killed Grimtooth's father in a great battle. They hid the troll leader's body and his mystic warhammer somewhere in the vast plains beyond Trapsylvania. After years of searching, Grimtooth has finally located his father's tomb, but the elves have magically rigged it so that no troll can enter. Now Grimtooth is looking for a party of foolhardy adventurers to enter Grimfang's Tomb and return with the legendary warhammer... Scheduled to ship in September 2016.

IMP GMG3489\$9.99



BONESPLITTERZ SAVAGE BOARBOYS

GAW 89-20-NEW\$50.00



STORM OF SIGMAR

GAW 80-15-60\$33.00

WHITE DWARF WEEKLY ISSUE 130

GAW WDW130-60\$4.00

GOODMAN GAMES



DUNGEON CRAWL CLASSICS #83.2: DEATH AMONG THE PINES

Welcome to pastoral Holler Hollow, a quaint hamlet deep in the Shudder Mountains. Here you'll find friendly Shudfolk, downhome cooking, and a jug of stump whiskey if you mind your manners. But not all is what it seems in the Hollow: a restless spirit stalks the lane at midnight, terrifying the locals. Staunch-hearted heroes are needed to unearth the secrets of Holler Hollow and lay the spirit to rest. Are you up to the task? *Death Among the Pines* is a Level 3 Dungeon Crawl. Scheduled to ship in September 2016.

IMP GMG50832\$9.99



BONESPLITTERZ SAVAGE ORRUKS

GAW 89-19-NEW\$50.00



SYLVANETH ALARIELLE THE EVERQUEEN

GAW 92-12\$130.00



SYLVANETH BRANCHWYCH

GAW 92-16\$23.00



GETTING STARTED WITH AGE OF SIGMAR

GAW 80-16-60\$8.00

BLOOD BOWL[®]

THE GAME OF FANTASY FOOTBALL

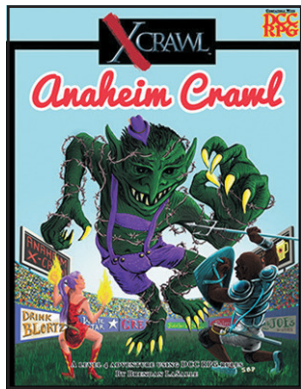


COMING SOON!

**GEN CON 2016 PROGRAM GUIDE**

The Goodman Games Gen Con Program Guide is an annual compilation of one-off material for fans of *Dungeon Crawl Classics*, *Judges Guild*, *Metamorphosis Alpha*, and everything else Goodman Games publishes. Scheduled to ship in September 2016.

IMP GMGGC16 \$30.00

**XCRAWL - ANAHEIMCRAWL**

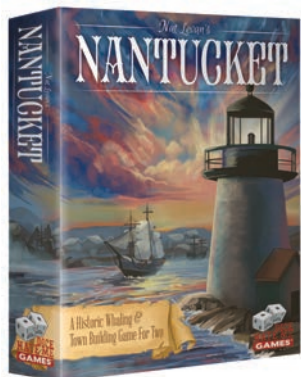
The featured Xcrawl tournament adventure at GenCon 2015! Anaheim - where even the mighty had better duck! Join DJ Hat Trick, the League of Saturday Morning Evil, the Steampunk Ninja Rodeo Clowns, and the whole gang in the *Anaheim Crawl*! It's the latest in Live On Pay Per View Mayhem from the game that makes hobgoblins chew every bite 32 times - Xcrawl! Scheduled to ship in September 2016.

DUNGEON CRAWL CLASSICS

IMP GMGP2005D \$9.99

PATHFINDER RPG

IMP GMGP2005 \$9.99

GREATER THAN GAMES**NANTUCKET**

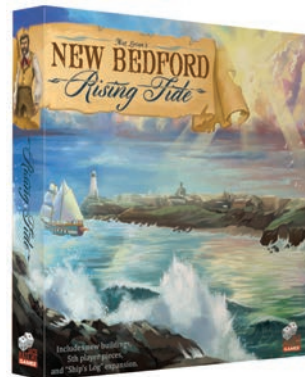
Long before New Bedford lit the world, one small island off the Massachusetts coast, Nantucket, commanded 2/3 of the globe. Return to the early 1800s and visit the "Little Gray Lady of the Sea" where money is everything in *Nantucket*, a historic whaling and town-building game for two.

GTG RABTNANT \$9.95

**NEW BEDFORD**

Set in the mid-1800s, the historical age of whaling, players in *New Bedford* attempt to build the Massachusetts town of the same name into a thriving community.

GTG RSTRNBED \$39.95

**NEW BEDFORD: RISING TIDE**

A rising tide lifts all boats, and in *New Bedford* that means the town is ready to grow. The first expansion to *New Bedford*, *Rising Tide* includes more ships and supplies for a fifth captain and even more buildings to expand the town. Plus, ships at sea will have tales to tell from the Ship's Log, and while Providence favors the bold, darker Omens are also on the horizon.

GTG NBEDTIDE \$19.95

**SCYTHE**

It is a time of unrest in 1920s Europa. The ashes from the first great war still darken the snow. The capitalistic city-state known simply as "The Factory," which fueled the war with heavily armored mechs, has closed its doors, drawing the attention of several nearby countries. It is a time of farming and war, broken hearts and rusted gears, innovation and valor. Featuring world building and art by Jakub Rozalski, *Scythe* is a competitive 4x game set in an alternate-history 1920s.

GTG STM600 \$80.00

**SENTINELS OF THE MULTIVERSE:
5TH ANNIVERSARY
FOIL HERO COLLECTION**

Join the 5th Anniversary Celebration of *Sentinels of the Multiverse* and Sentinel Comics with this limited edition set containing 100 foil Hero Cards from the award-winning *Sentinels of the Multiverse* Core game, each expansion, and every hero variant release - with all-new art!

GTG SOTM5FHC \$39.95

GREENBRIER GAMES**BURGER UP**

Build Burgers of Epic Proportions in *Burger Up*! Players strive to become the most prestigious restaurant by filling orders, earning prestige, and being the best burger chef around in this card matching puzzle game! Scheduled to ship in November 2016.

PSI GNEBUP \$29.95

**BURGER UP: BURGERS OF THE
WORLD EXPANSION**

Your burger restaurant is getting international attention and is ready to be taken to the world stage. Expand your restaurant's repertoire by adding unique flavors from around the world. *Burgers of the World* expands the *Burger Up* game with six new Top Bun and 24 new tasty Ingredient cards from five different countries: Australia, France, Germany, Japan, and Mexico. It also includes the customizable Globetrotter set, giving you a way to craft your very own masterpiece! Scheduled to ship in November 2016.

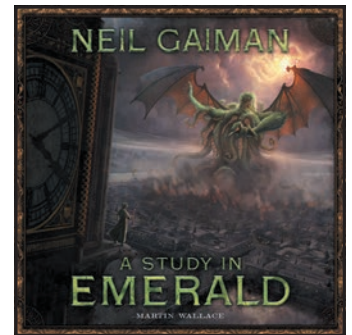
PSI GNEBUPOTW \$9.95

GREY FOX GAMES**7 RONIN**

7 Ronin is an asymmetric, two-player, tactical board game of bluff and martial intuition set in feudal Japan. One player portrays the leader of a clan of ninja warriors attempting to steal food from a village and fill their own granaries. The other controls seven ronin - wandering samurai hired to protect the village. You must outsmart, outmaneuver, and anticipate your enemy's plans if you wish to make it through the winter, for only one will survive!

Scheduled to ship in July 2016.

GFG 96743 \$29.99

**A STUDY IN EMERALD**

They arrived seven-hundred-years ago - and have been ruling the planet ever since! The majority of people just get on with their lives, accepting their monstrous rulers. However, there is a growing band of revolutionaries who wish to free mankind from their slavery. These freedom fighters call themselves the Restorationists. A secret war has already broken out between the Restorationists and the forces loyal to the Old Ones. The invention of dynamite has changed the balance of power, and a lone assassin now has the capacity to destroy an Old One. In this shadow world of assassins, informers, police agents, and anarchists, nobody is quite sure who is who and which side they fight for. *A Study in Emerald* draws its central plot from the award-winning short story penned by Neil Gaiman, in which the worlds of Sherlock Holmes and H.P. Lovecraft are combined to telling effect. Scheduled to ship in July 2016.

GFG 96757 \$59.99

**CAPTAIN'S WAGER**

In *Captain's Wager*, players take on the roles of rogue airship captains sending their pirate crews off on adventures in search of treasure. Problematically, several captains often show up for the same adventure. So, how shall we figure out who gets what loot? We'll gamble for it, of course! That's the pirate way! Bet, borrow, and steal your way to wealth and victory in *Captain's Wager*! Scheduled to ship in July 2016.

GFG 96734 \$24.99



CAPTAIN'S WAGER: THE MAELSTROM EXPANSION

A great storm ravages the skies, grinding airships to kindling and sending pirate crews scrambling! Whole crews are sucked in and spirits drift out, bringing curses and spreading chaos. As the haunting worsens, you risk losing your loot and being doomed to captain a ghost ship for all eternity! *The Maelstrom* expansion for *Captain's Wager* comes with four Crew Cards, 30 Haunt Cards, and 15 Treasure Cards. Scheduled to ship in July 2016.

GFG 96735.....\$9.99



CONQUEST OF SPEROS

Speros. A rich and beautiful land, embroiled in a 20-year war: a dispute for territory and control of its valuable resources. Four competing races work to exercise their dominance over the landscape and to control the export of iron, crystal, and gold reserves while also securing ownership of the powerful Ancient Artifacts buried from long ago. In *Conquest of Speros*, you lead a general and his minions to secure the land - and destroy anything that gets in your way! Scheduled to ship in July 2016.

GFG 96758.....\$24.99



CONQUEST OF SPEROS: LOST TREASURES EXPANSION

Open up new avenues for conquering Speros with these lost treasures! The *Lost Treasures* expansion brings exciting changes to the land of Speros with two new artifacts, four new generals, and 24 new terrain cards. Scheduled to ship in July 2016.

GFG 08429.....\$9.99



CHAMPIONS OF MIDGARD

The old Jarl has died and his once prosperous port has fallen into a state of catastrophe! Fearsome creatures are coming in droves, driving chaos and destruction before them. Trolls attack the town. Draugr terrorize the nearby villages. Monsters strike at travelers and merchants alike. The people are suffering - and you could be their champion in *Champions of Midgard*! Recruit warriors, gain powerful runes, and peer into the future - then send your faithful fighters on journeys to defeat fierce and mythical beasts. Gain the most glory to become the new Jarl and be recognized as a Champion of Midgard! Scheduled to ship in July 2016.

GFG 96736.....\$59.99



DRACO MAGI

Myrgos, the powerful and benevolent Dragon King, has passed into the next world after an extended illness, and the land is now gripped with uncertainty. As the laws of succession dictate, only one of his remaining apprentices can rise to the position of "Draco Magi". With the death of the Draco Magi, the wizard-lock on the succession strongbox of each apprentice has completely dissipated. Inside each box, an apprentice will find a succession scroll. Contained on the scroll is the last piece of knowledge required to become the Draco Magi - but only one can claim the title. Scheduled to ship in July 2016.

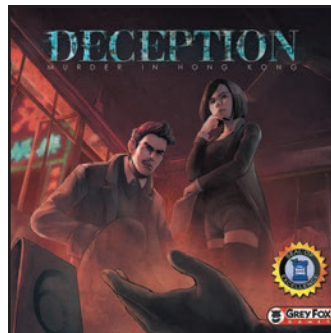
GFG 00535.....\$24.99



DRACO MAGI: 24-CARD FOIL METALLIC DRAGON PACK

This Upgrade Pack contains 24 Foil Metallic Dragon Cards for use with *Draco Magi*. Scheduled to ship in July 2016.

GFG 00536.....\$7.99



DECEPTION: MURDER IN HONG KONG

A social game of deduction and deception, players in *Deception: Murder in Hong Kong* find themselves in a scenario of intrigue and murder. One player is the Murderer, secretly choosing their weapon and the evidence they leave behind. Another is the Forensic Scientist who holds the key to convicting the criminal, but is only able to express their knowledge through analysis of the scene. The rest are investigators, interpreting the clues to solve the crime - and the killer is among them! Who among you can see through the lies? Who is capable of getting away with murder? Scheduled to ship in July 2016.

GFG 96761.....\$39.99



OPERATION FAUST

In *Operation F.A.U.S.T.* (Fine Art Underground: Stolen Treasures), players take on the roles of independent art patrons in occupied France during WWII. This was a period when Europe's greatest treasures were at risk of being looted by the Einsatzstab Reichsleiter Rosenberg (ERR), a special unit of the Third Reich tasked with plundering cultural valuables. To win this game of bluffing and deduction, you must gather intelligence, locate Europe's most at-risk treasures, and recover them before your opponents. Use your network of spies, double agents, art dealers, French resistance members, and Allied soldiers to achieve your goals, but take care not to reveal information to others. With stakes this high, no one can be trusted! Scheduled to ship in July 2016.

GFG 00529.....\$24.99

EXPEDITION: FAMOUS EXPLORERS

Expedition: Famous Explorers is an updated version of two award-winning Wolfgang Kramer games - *Wildlife Adventure* and *Expedition* - with a new theme: discovery and exploration. Scheduled to ship in July 2016.

GFG 91489.....\$49.99

HASBRO



CRANIUM - DARK

Want to host an epic game night? Then *Cranium Dark*, the hilarious party game for people who want to act up, is sure to be a hit! Can you get your friends to guess "milk a cow" while acting like a zombie, or "fried chicken" while drawing with your eyes closed - in just 60 seconds? Scheduled to ship in August 2016.

MLB B7402.....PI

OUTBURST

In *Outburst*, the Game of Verbal Explosions, two teams take turns trying to guess as many of the 10 answers to a topic on the cards. Bonus points can be earned by guessing a Target Answer determined by a die roll. The first team to 60 points wins! Scheduled to ship in November 2016.

MLB C0419.....PI

SNAKE OIL

In the Old West, the sly snake oil salesman had a special talent: he could get the most skeptical customer to buy the most dubious product. Now it's your turn! Invent your own crazy, two-word products and sell them to all types of customers. If the customer buys your product, you win! With over 280 wild words and 70 oddball customers, the combinations (and fun) are endless! Scheduled to ship in November 2016.

MLB C0900.....PI

HAWK WARGAMES



**DROPZONE COMMANDER:
RECONQUEST PHASE 2 RULEBOOK**
HWG DZC10017\$23.00

HIT POINT SALES



GEISTERBURG
In *Geisterburg*, players take turns in the role of "Spooky", a ghost being led by other ghosts through a castle on a treasure hunt. Scheduled to ship in August 2016.
HPS 30041\$39.90



**KINGDOM BUILDER:
MARSHLANDS EXPANSION 3**
This is the third boxed expansion for *Kingdom Builder* with 24 location tiles, 8 new abilities and 12 summary cards. Castles have been replaced with Forts adding a different scoring possibility. Scheduled to ship in August 2016.
HPS 10072\$39.90



LIGURIA
In *Liguria*, players take on the role of merchants who sail the Ligurian Sea to discover beautiful and exotic colors. By trading, conquering, and engaging in diplomatic relationships, they can earn valuable prestige points. *Liguria* is a prequel to the award-winning game *Fresco*. Scheduled to ship in August 2016.
HPS 20102\$59.90



LONDON MARKETS
In *London Markets*, players take on the role of Merchants (and their assistants) trying to earn the most profit for their goods. The merchant that can navigate the markets with ease, be in the right place at the right time, and earn the most profit will become the most respected Merchant of the London Markets. Scheduled to ship in August 2016.
HPS 10062\$59.90



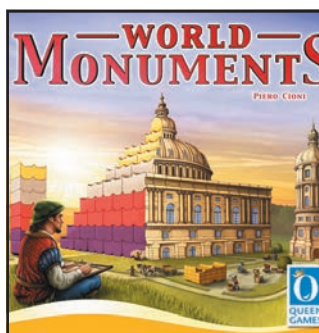
MIGHTY MONSTERS
Conquer King & Castle in *Mighty Monsters*! In *Mighty Monsters*, players are members of a gang of attacking monsters laying siege to an ancient stronghold, traversing its perils, conquering guard after guard, and collecting treasures along the way - even as the king changes the rules of engagement! Scheduled to ship in August 2016.
HPS 10181\$34.90



RISKY ADVENTURE
In the dice-rolling game *Risky Adventure*, players embark on expeditions in search of rare artifacts in an undiscovered world. Each player assumes the role of three adventurers trying to roll the right dice combination to get equipment, discover artifacts, and find new and mysterious places. The trick: players have to mark the things they want to roll for with their adventurers before they actually roll the dice! Scheduled to ship in November 2016.
HPS 10191\$59.90

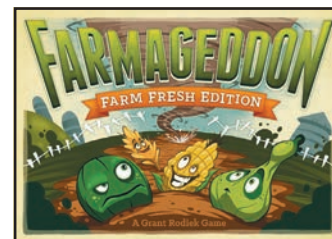


SUPER VAMPIRE
The evildoer Dr. Garlic has set his evil plan in motion to put garlic everywhere in the freshly cleaned crypt! That means it's time to hurry and get rid of all the garlic before sunrise. Luckily, super vampires keep Gorlocs - special garlic-eating pets - inside their towers. But, Gorlocs don't like to run, or walk, or do just about anything other than eating garlic. So, it's your task to fly around the crypt, collecting garlic to bring back to the tower before sunrise. Scheduled to ship in August 2016.
HPS 30051\$39.90



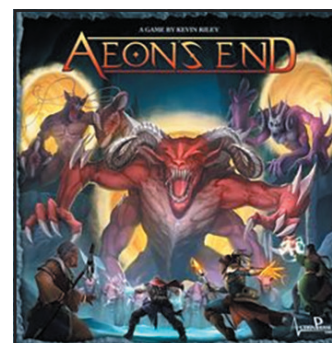
WORLD MONUMENTS
The Capitol of Washington! The Notre Dame Cathedral! The basilica San Pietro in Rome! The Taj Mahal! Dive into the world of master builders and construct monumental buildings of historic significance in *World Monuments*! Scheduled to ship in August 2016.
HPS 10261\$49.90

HYPERBOLE GAMES



**FARMAGEDDON:
FARM FRESH EDITION**
Farm Fresh produce is in higher demand than ever! There's just one problem. Well, several. Higher demand means more yay-hoos trying their hand at the soiled science. There are also rampant dust storms, errant robotic threshers, and... FrankenCrops? No worry. As they say, the early bird gets the worm, and any taters attached to that worm. In this *Farm Fresh Edition* of *Farmageddon*, a game of skillful hand management, choose when to Plant, what to Fertilize, and with a little luck, you'll be the master of the farmers' markets when the dust settles. Scheduled to ship in September 2016.
IMP HYG200\$17.99

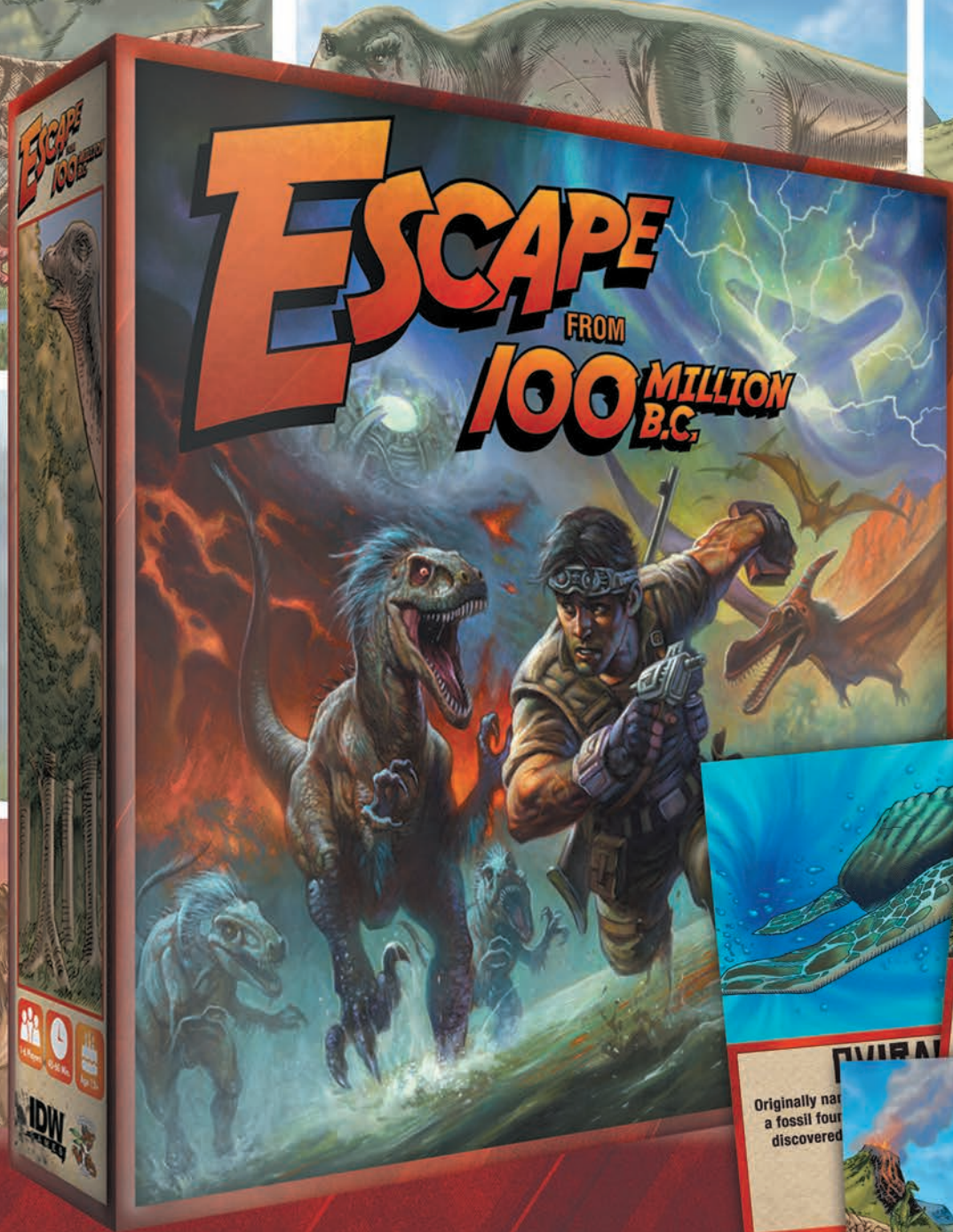
INDIE BOARDS & CARD



AEON'S END
The survivors of a long-ago invasion have taken refuge in the forgotten underground city of Gravehold. There, the desperate remnants of society have learned that the energy of the very breaches the beings use to attack them can be repurposed through various gems, transforming the malign energies within into beneficial spells and weapons to aid their last line of defense: the breach mages. In *Aeon's End*, a cooperative game that explores the deckbuilding genre with a number of innovative mechanisms, players struggle to defend Gravehold from The Nameless and their hordes using unique abilities, powerful spells, and, most importantly of all, their collective wits! Scheduled to ship in November 2016.
PSI IBCAED\$49.99

KODAMA: THE TREE SPIRITS - 2ND EDITION

The forest is growing fast! As caretakers for kodama, the tree spirits, you must keep the forest a healthy and lush home for your little friends. Over three growing seasons, you must cultivate trees with the right mix of flowers, insects, and branch arrangements to make your kodama as happy as possible. Whoever cares for their kodama best will be remembered for generations! From the designer of the hit game *Kigi*, *Kodama* branches out into a fun, new way to play with beautiful art and innovative mechanics - it's in-tree-guing fun for everyone! Scheduled to ship in November 2016.
PSI IBCOD2\$19.99



Game Design by **Kevin Wilson** | Cover Art by **Alex Horley**

Your team of intrepid adventurers has embarked on history's first time-travelling expedition, only for the Professor's time machine to malfunction, crashing into the lip of an active volcano and stranding you 100 million years in the past! Re-assemble your time machine without altering the past or causing paradoxes. This co-operative big box adventure game is designed by **Kevin Wilson** (*Descent*, *Arkham Horror* and *Android*) for 1-6 adventurous gamers.

Explore volcanoes, jungles, and pre-historic swamps while searching for valuable technology and avoiding rampaging T-Rex and Velociraptors. Return wayward historical figures like Abraham Lincoln and Teddy Roosevelt, who've been pulled into the past by rippling time paradoxes, all while racing against a volcano that's about to explode and obliterate your entire team!



A Board Game From IDW Games
COMING SOON

Escape From 100 Million B.C. © Kevin Wilson 2016.
UPC: 82771401161

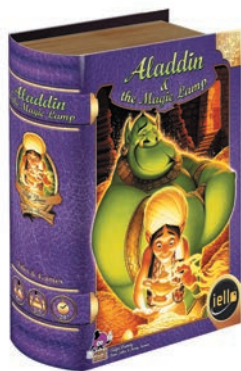


IELLO

**KANAGAWA**

1840: In Kanagawa, the great bay of Tokyo, the Master Hokusai decided to open a painting school to share his art with his disciples. You are one of these disciples, and more than anything, you want to prove yourself worthy of the crazy, old artist. Follow his teachings to expand your studio and paint your preferred subjects (Trees, Animals, Characters, and Buildings), all while paying attention to the changing of the seasons in order to make the most harmonious print - the one that will become the work of your lifetime! Scheduled to ship in October 2016.

IEL 51310.....\$29.99

**TALES & GAMES:****ALADDIN & THE MAGIC LAMP**

The sorcerer has sent you, a street urchin like Aladdin, into a cave to look for a magic lamp that lets you call upon a genie's favors. However, the cave also encloses fabulous treasures sorted into three chests. If you're not too greedy, this could be your chance to become rich! Scheduled to ship in September 2016.

IEL 51333.....\$24.99

IRON WIND METALS

**CLASSIC BATTLETECH
MINIATURES**

Scheduled to ship in November 2016.

**OSTSCOUT OTT-7J MECH -
COMBAT MANUAL MERCS**

IWM 20-5140.....\$10.95

**ROADRUNNER RD-1R MECH
(TRO 3145/3150)**

IWM 20-5139.....\$9.25

**SHADOW HAWK SHD-2H MECH -
COMBAT MANUAL MERCS**

IWM 20-5141.....\$13.50

**UNDEAD LANCE PACK
(TRO 3145/3150)**

IWM 20-5142.....\$44.95

KENZER & COMPANY

**KNIGHTS OF THE DINNER TABLE:
BUNDLE OF TROUBLE VOLUME 54**

This trade paperback contains four full issues worth of classic strips from *Knights of the Dinner Table* #191 to #194. Scheduled to ship in July 2016.

KEN 754.....\$14.99

**KNIGHTS OF THE
DINNER TABLE # 238**

Scheduled to ship in November 2016.

KEN 238.....\$5.99

KONAMI DIGITAL
ENTERTAINMENT**YU-GI-OH! TCG:
INVASION - VENGEANCE
BOOSTER DISPLAY (24)**

Invasion: Vengeance introduces Starve Venom Fusion Dragon, a nefarious Fusion Monster that can steal the identity of enemy monsters, taking their effects and even their name! Joining it is Dark Requiem Xyz Dragon, an upgraded form of the popular Dark Rebellion Xyz Dragon that spells the end of your opponent's monster effects and a new beginning for your fallen Xyz Monsters! Plus, Duelists can look forward to two new themes as well as cards that greatly enhance themes from *Clash of Rebellions*, *Dimension of Chaos*, *High-Speed Riders*, *Breakers of Shadow*, *Wing Raiders*, *The Dark Illusion*, and *Dragons of Legend - Unleashed!* This 100-card expansion for the *Yu-Gi-Oh! Trading Card Game* is introduced in 9-card boosters packed in 24-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 82981-D.....\$95.76

**YU-GI-OH! TCG: YUGI AND KAIBA
STRUCTURE DECK DISPLAY (8)**

Are you on 'Team Yugi' or 'Team Kaiba'? Pick a side, because it's time to Duel with more of Yugi and Kaiba's classic cards and strategies reborn for the modern era of Dueling in *Structure Deck: Yugi Muto* and *Structure Deck: Seto Kaiba*! Each *Structure Deck* for the *Yu-Gi-Oh! Trading Card Game* comes with a 40-card Main Deck and a 5-card Extra Deck. Offered in 8-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

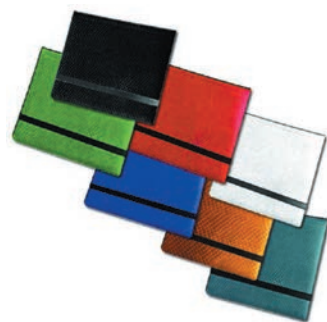
KON 82964-D.....\$79.92

LEGION SUPPLIES

**DRAGONSTONE MINE!**

DragonStones are the most sought after precious gems in existence. Dwarves from the entire world battle to stake their claim on these treasures. But, the DragonStones, enchanted by the magic of ancient dragons, are tricky to manage! Mine the gems, use their powers to cast spells, and build your magical town. But, look out for other miners, though! They could be using the power of the DragonStones against you! Scheduled to ship in November 2016.

LGN DSM001.....\$35.00

**DRAGON HIDE 12
POCKET (3X4) BINDER**

Scheduled to ship in July 2016.

BLACK
LGN BN12DHB.....PI
BLUE
LGN BN12DHU.....PI
GOLD
LGN BN12DHO.....PI
GREEN
LGN BN12DHG.....PI
GREY
LGN BN12DHE.....PI
RED
LGN BN12DHR.....PI
WHITE
LGN BN12DHW.....PI

**DRAGON HIDE 8
POCKET (2X4) BINDER**

Scheduled to ship in July 2016.

BLACK
LGN BN8DHB.....PI
BLUE
LGN BN8DHU.....PI
GOLD
LGN BN8DHO.....PI
GREEN
LGN BN8DHG.....PI
GREY
LGN BN8DHE.....PI
RED
LGN BN8DHR.....PI
WHITE
LGN BN8DHW.....PI

**POLICE BOX**

Scheduled to ship in July 2016.

DECK BOX
LGN BOX061.....PI
DOUBLE MATTE SLEEVES (50)
LGN MAT061.....PI
PLAYMAT
LGN PLM061.....PI

**THE NIGHT IS DARK**

Scheduled to ship in July 2016.

DECK BOX
LGN BOX060.....PI
DOUBLE MATTE SLEEVES (50)
LGN MAT060.....PI
PLAYMAT
LGN PLM060.....PI

**TUXEDO**

Scheduled to ship in July 2016.

DECK BOX
LGN BOX063.....PI
DOUBLE MATTE SLEEVES (50)
LGN MAT063.....PI

MANTIC
ENTERTAINMENT**DUNGEON SAGA: THE TYRANT OF
HALPI EXPANSION BOX SET**

A boxed expansion set to *Dungeon Saga*, *The Tyrant of Halpi* comes complete with a Quest Book with all-new scenarios, Ibrahim and Ally miniatures with Hero Cards, and a Karrathor Dragon miniature with Boss Card. *The Tyrant of Halpi* also introduces new dungeon tiles, spells, items, and locations, as well as cards to support Invisible Overlord and Uncharted Dungeon play modes. Scheduled to ship in September 2016.

MGE MGDS06.....\$49.99

DRAGONSTONE Mine!



Available Q4, 2016!



"DragonStone Mine! is a clever little gem of a game."
- Mike Selinker, Lone Shark Games

DragonStoneMine.com

PORTAL OF HEROES



Coming this Fall!

Collect Magic Pearls.
Bind Fantastic Beasts.
Become the Chosen One!



2-5



45



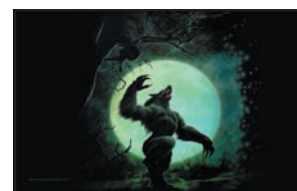
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mayfairgames.com

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MAX PROTECTION



PLAY MATS

Scheduled to ship in August 2016.

BRAINS! ZOMBIE UNCLE SAM MAX 8010MBRA	PI
COMING FOR YOUR NUTS MAX 8010MASQ	PI
FIRE ANGEL MAX 8010MAOR	PI
INFERNO - CHINESE DRAGON MAX 8010MFIR	PI
PROTECTOR OF THE WUDANG - DRAGON MAX 8010MYDD	PI
REAP IT - GRIM REAPER MAX 8010MLOT	PI
RIDER - WRAITH ON HORSEBACK MAX 8010MMMK	PI
THIRST - VAMPIRE MAX 8010MVTH	PI
WEREWOLF MAX 8010MWVF	PI

MAYDAY GAMES

DUNGEON BUSTERS - GEMSTONES

- 18MM 45 PLASTIC GEMS

Scheduled to ship in August 2016.

MDG 4233A\$8.95



MAYFAIR GAMES

FEATURED ITEM



1844/54 SWITZERLAND

The railway history of both Switzerland and Austria can be explored in 1844/1854, both based on the 1829 game system created by Francis Tresham, that have been thoroughly revised for this new edition. In 1844, set in Switzerland, the challenge lies in running distinctive businesses. Local railway companies, which merged at that time to form SBB, and national historical societies require different decisions and strategies. A special feature of 1854, set in Austria, is located in the stock split, which comes into play in the additional shares. Scheduled to ship in July 2016.

MFG 1844\$95.00

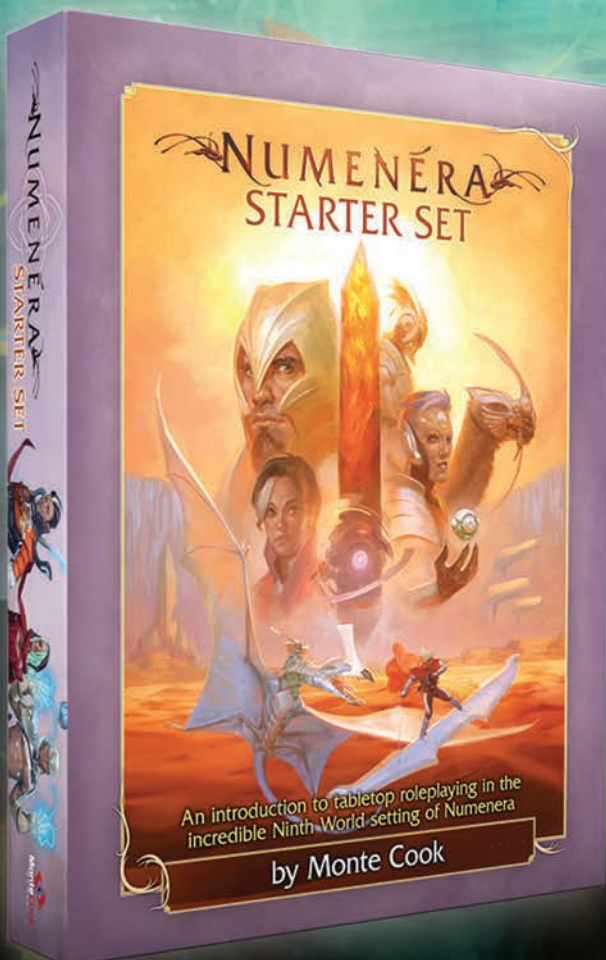
NUMENERA

The Ninth World is vast, fascinating, and unique.

Where do you get started?

Explore the vast, fascinating, and unique setting of Numenera—the Ninth World. Gather your friends, open this box, and begin playing right away! The game is easy to learn and fun to play. Whether you're new to Numenera or new to roleplaying games, this box has everything you need to get started.

A perfect introduction to the Ninth World, this complete tabletop roleplaying game takes 3 – 6 players on their first journey into the science-fantasy world of Numenera.



Numenera Starter Set

November

MSRP: \$24.99

Stock Code: MCG132

ISBN: 978-1-939979-58-2

Specs: Boxed set, 8.5" x 11",
full color, with 2 books,
22 cards, 2 dice, 1 poster
map, 5 characters



[fb.com/montecookgames](https://www.facebook.com/montecookgames)

[@montecookgames](https://twitter.com/montecookgames)

MINION GAMES


**THE MANHATTAN PROJECT:
ENERGY EMPIRE**

From the ashes of war, nations rise to power in the Atomic Age! Set in the world of *The Manhattan Project*, players in *Energy Empire* take control of a nation struggling for power in the latter part of the 20th century, building up industry, commerce, and government by acquiring resources, erecting structures, and tapping sources of energy. The price of oil is going up, and nuclear energy is the wave of the future. But, the major threat in *Energy Empire* isn't war, but uncertain global impacts that affect all nations. Your actions come with a cost that could spark a global crisis! Scheduled to ship in October 2016.
IMP MNIEE100 \$64.99

MODIPHUIS

**ACHTUNG! CTHULHU RPG:
SKIRMISH GAME RULES**

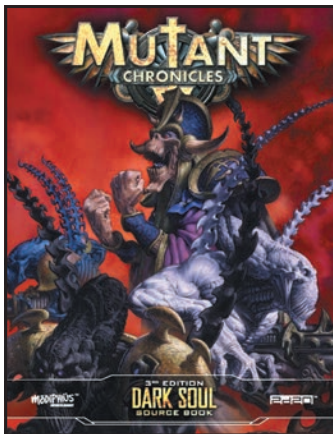
Set around the events of 'the Secret War', *Achtung! Cthulhu Skirmish* introduces players to the terrifying conflict fought to stop the sorcerous Nazi cult of the Black Sun from unleashing a tide of Mythos horrors against the Allies. Take command of brave Allied forces like Badger's Commandos and the Pathfinder Demon Hunters alongside historical army units, and lead them to victory against the Axis hordes. Deploy special hero units like Sgt Brandon Carter, Professor Richard Deadman, or Ariane Dubois to take on the might of the Nazi war machine. As the Axis, strike terror into your opponents by commanding the sorcerous Black Sun and their Mythos allies, bringing new levels of fear onto the battlefield. Call on the terrifying Deep One War Party or let the unholy Servitors of Nyarlathotep supplement your forces and crush the Allied threat. *Achtung! Cthulhu Skirmish* is powered by Spartan Games' *Dystopian Legions 2.0* rules set. Scheduled to ship in September 2016.
IMP MUH050454 \$20.99


MUTANT CHRONICLES: GM SCREEN

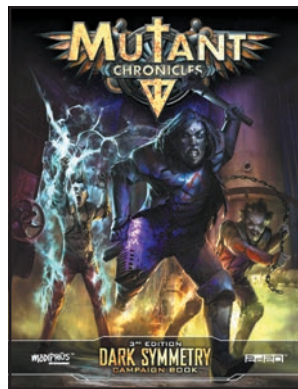
The official *Mutant Chronicles Gamesmaster Screen* is a high quality, four-panel, gatefold GM screen designed to help power your *Mutant Chronicles* adventures. The exterior features beautiful, full-color *Mutant Chronicles* artwork while the interior contains useful tables and charts like combat momentum and critical injury to put all the important information at GM's fingertips, while keeping their secrets safe from the eyes of inquisitive players. Scheduled to ship in September 2016.
IMP MUH050041 \$27.99


**MUTANT CHRONICLES RPG:
BAUHAUS SOURCE BOOK**

The Power of Heritage! Bauhaus makes the bold claim that they are the first and oldest of all corporations, forged by the turmoil of Old Earth, although their power base now resides firmly amidst the swamps and jungles of Venus. They are a proud, powerful, and dignified people that stand tall in the light of the Cardinal, implacable enemies of the forces of darkness which have engulfed mankind in the futuristic solar system of the *Mutant Chronicles*' universe.
IMP MUH050006 \$27.99


**MUTANT CHRONICLES RPG:
DARK SOUL SOURCE BOOK**

Darkness. The absence of light. Mankind has feared it since the beginning of time. That is because on some level we have always known it has always been there, ready to devour anything that crosses its path. Creating monsters out of men, feeding on our despair. Cyclical, eternal, and undeniable. This is the *Dark Soul*, a supplement for the *Mutant Chronicles Roleplaying Game*.
IMP MUH050004 \$57.99


**MUTANT CHRONICLES RPG:
DARK SYMMETRY CAMPAIGN**

The Rise of Darkness! An Imperial expedition on Pluto has unleashed a wave of darkness and despair upon humanity, spreading madness and corruption. While the worlds of mankind fall to ruin, a handful of determined investigators stumble across conspiracies that threaten to tear civilization apart. This campaign book for the *Mutant Chronicles RPG* introduces two scenarios set in the *Dark Symmetry* era, complete with pregenerated characters.
IMP MUH050002 \$57.99


**MUTANT: YEAR ZERO -
GENLAB ALPHA CORE**

During the great apocalypse, humanity fled to the depths of the underground enclaves. In genetic laboratories, researchers tried to breed a new being, splicing human and animal DNA, creating a beast intelligent, yet strong enough to survive in the devastated world. The enclaves have fallen - but the animals' fight for freedom has only just begun! Get ready for a furry mutant (r)evolution with *Mutant: Genlab Alpha*, a complete, stand-alone expansion for the *Mutant: Year Zero* roleplaying game. Scheduled to ship in September 2016.
IMP MUH040452 \$49.99

**MUTANT: YEAR ZERO -
MAPS & MARKERS PACK**

This *Maps & Markers Pack* contains useful gaming aids for the award-winning *Mutant: Year Zero* roleplaying game, including two large, full-color, double-sided Zone maps depicting four major metropolitan areas in the world after the big apocalypse, and no less than 108 game markers for keeping track of bullets, grub, water, Mutation Points, and the passage of time in the Zone. Scheduled to ship in September 2016.
IMP MUH050186 \$21.99

**SYMBAROOM RPG:
THE COPPER CROWN**

A nation on the run. A homeland ravaged and barren. To stay would mean certain death. Going back is only considered by the foolish and those who have vowed to die on their native soil. Under these circumstances the people must be considered blessed to have such an amazingly beautiful, abundantly rich, so warmly welcoming destination ahead - Ambria, the promised land of Queen Korinthia. You are but one of many who have travelled across the snow-clad passes of the Titans. You have set foot in your new homeland, but there is still much to learn. *The Copper Crown* features two independent sequels to the tutorial adventure included in the *Core Rulebook* and is meant to provide players and Game Masters with more advanced guidelines regarding the rules and game world of *Symbaroom*. Scheduled to ship in September 2016.
IMP MUH050505 \$24.99



MONTE COOK GAMES


**MONTE COOK'S NUMENERA RPG:
STARTER SET**

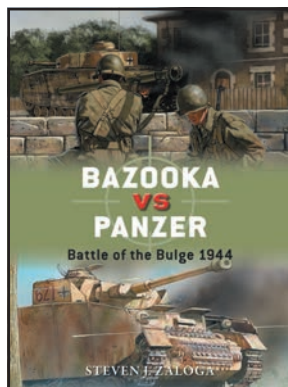
The Ninth World is vast, fascinating, and unique. Where do you get started? Whether you're new to *Numenera* or new to roleplaying games, this box contains everything you need to get started. A perfect entry point to *Numenera* and the Ninth World, this boxed set includes a rulebook, adventure book, five pre-generated characters, dice, a card deck, a GM reference card, and a poster map.
PSI MCG132 \$24.99



SAVAGE WORLDS RPG: LOW LIFE MINIATURES - F'REEK

A highly detailed line of miniatures based on the weird and whimsical *Low Life* game by Andy Hopp (but usable anywhere). Scheduled to ship in July 2016.
S2P MOC40019 \$9.95

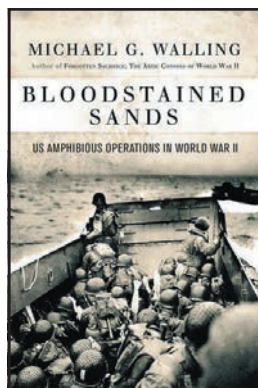
OSPREY PUBLISHING



BAZOOKA VS PANZER: BATTLE OF THE BULGE 1944

World War II saw tanks assume a dominant role in warfare, capable of tearing through the enemy lines if left unchecked. To combat the threat posed by these armored behemoths, the United States developed the M1 Anti-Tank Rocket Launcher, better known as the Bazooka. Featuring specially commissioned, full-color artwork and explosive battle reports, this volume casts a new light on the evolving nature of infantry-versus-tank combat in the closing months of World War II. Scheduled to ship in November 2016.

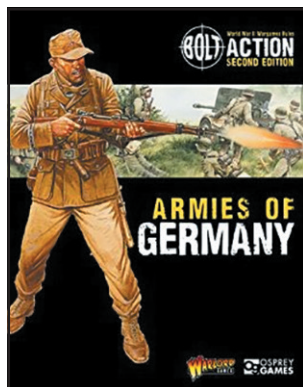
OSP DUE077 \$20.00



BLOODSTAINED SANDS: US AMPHIBIOUS OPERATIONS IN WORLD WAR II

For the men who served in America's Amphibious Forces during World War II, the conflict was an unceasing series of D-Days. They were responsible for putting men ashore in more than 200 landings throughout the conflict, most against well-entrenched enemy positions. *Bloodstained Sands: US Amphibious Operations in World War II* tells the story of these forgotten men for the first time, tracing their operational history from Guadalcanal to Casablanca, Sicily, Normandy, Iwo Jima, and finally Okinawa. Scheduled to ship in November 2016.

OSP GM395 \$30.00



BOLT ACTION: ARMIES OF GERMANY - SECOND EDITION

Revised and expanded for *Bolt Action 2nd Edition*, this sourcebook provides players with all of the information they need to command Germany's military might. Detailed unit options and theatre selectors allow players to build armies for any of Germany's campaigns, from the Blitzkrieg against Poland and France, through North Africa and the Eastern Front, to the fall of Normandy and the defense of Germany.

Scheduled to ship in November 2016.

OSP BTC017 \$30.00

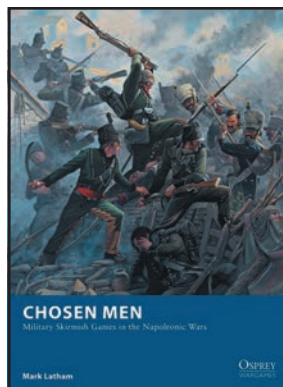


BRITISH COMMANDO 1940-45

With Hitler's army rampaging across Europe, Winston Churchill ordered the creation of a special fighting force - the Commandos. These valiant men were volunteers drawn from the ranks of the British Army, formed into a Special Service Brigade, and put through a rigorous but highly effective training program. Over the course of World War II they would see action in every major theater of operation, and are credited with numerous feats of gallantry during the D-Day landings. Angus Konstam explores the history of the Commandos during their formative years, providing detailed descriptions of their training, weapons, and equipment.

Scheduled to ship in November 2016.

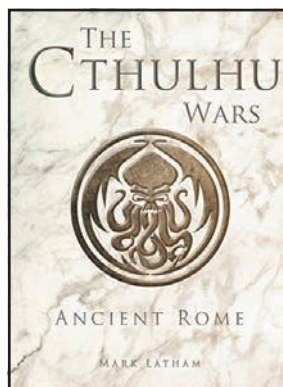
OSP WAR181 \$19.00



CHOSEN MEN: MILITARY SKIRMISH GAMES IN THE NAPOLEONIC WARS

Introducing a set of fast-action skirmish rules detailing the bloody skirmishes between light troops in the Napoleonic Wars, the primary focus of *Chosen Men* is on soldiers and NCOs in light "flank" companies, as they scout ahead of larger forces and take part in man-to-man actions against enemy skirmishers. Scheduled to ship in November 2016.

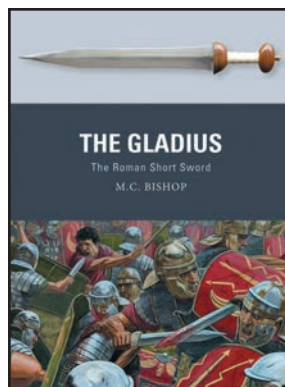
OSP OWG020 \$19.00



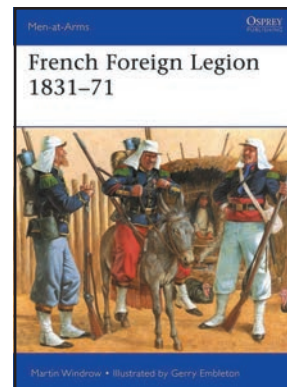
CTHULHU WARS: ANCIENT ROME

Rome, the greatest empire the world has ever known, limitless in breadth and power, magnificent in its glory! But, something evil, ancient, and unknowable gnaws at the heart of the empire. Dark gods, trapped for centuries in thrice-warded tombs, have been disturbed by Roman plunderers. A secret war is fought daily between those who would harness this strange power for themselves, and those who fear it signals the very end of the empire. Across the sea, roused from eternal slumber by a world awash with war, by omens and pagan slaughter, a Great Old One waits for the way to be opened! Scheduled to ship in November 2016.

OSP OBK022 \$18.00



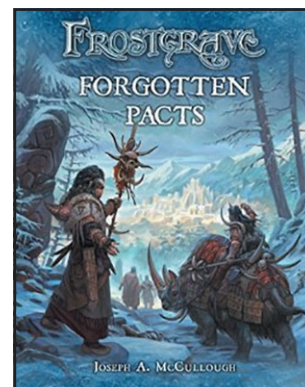
OSP WEAP051 \$20.00



FRENCH FOREIGN LEGION 1831-71

Concluding his bestselling series on the French Foreign Legion, Martin Windrow explores the formation and development of the Legion during its "first generation." Taking advantage of the latest research, this lavishly illustrated study explores the evolution of the uniforms and kit of the French Foreign Legion, from their early campaigns in Algeria through to their iconic Battle of Camerone in Mexico, and their role in the Franco-Prussian war. Scheduled to ship in November 2016.

OSP MAA509 \$18.00



FROSTGRAVE: FORGOTTEN PACTS

In this supplement for *Frostgrave*, players lead their warbands into the northern reaches of the city, exploring the ruined temples of the Frozen City to search for the lost secrets of evocation - the art of summoning demons. While the lure of such knowledge is great, few wizards have ventured into this region as it is overrun by barbaric northern tribesmen who have descended from the hills in their own search for treasure. Marking themselves with demonic sigils, many of these barbarians have aligned with ancient powers discovered amongst the temples. Along with a host of new scenarios focusing on the exploration of the temples, *Forgotten Pacts* also contains new treasures, spells, soldiers, and creatures that can be found amongst the ruins. Scheduled to ship in November 2016.

OSP FGV009 \$18.00

GLADIUS: THE ROMAN SHORT SWORD

One of the most feared weapons in the ancient world, the gladius was lethal both on the battlefield and in the arena. Literary sources tell of the terror it inspired, while archaeological evidence of wounds inflicted is testament to its deadly effect. Drawing together historical accounts, excavated artifacts, and the results of the latest scientific analyses of the blades, this volume reveals the development, technology, training, and use of the gladius hispaniensis: the sword that conquered the Mediterranean. Scheduled to ship in November 2016.



HE 162 VOLKSJÄGER UNITS

With the Third Reich on the brink of defeat, Hitler's instructions to his designers were clear. He wanted a *Volksjäger* - a People's Fighter that was quick to produce and used minimal quantities of strategic materials. Heinkel rose to the challenge with the He 162, a fighter constructed of wood and metal that was designed, built, and flown in the staggeringly short time of ten weeks. Detailed aircraft profiles and never-before-seen photographs perfectly complement the analysis of the revolutionary Heinkel He 162 as author Robert Forsyth traces its entire history, from the early design and production through to its limited combat experience. Scheduled to ship in November 2016.

OSP COM118\$23.00



LOCKHEED BLACKBIRD: BEYOND THE SECRET MISSIONS (REVISED EDITION)

In 1986, Paul Crickmore's first ground-breaking book about the Lockheed SR-71 Blackbird was published. At that time, the Cold War was at its height and the SR-71 was an integral element in securing crucial intelligence from all parts of the globe. Now, Paul Crickmore uses declassified accounts and updated facts to revise his previous history of one of the world's most iconic aircraft of all time, creating what will surely be considered the definitive, timeless volume about the SR-71 Blackbird. Scheduled to ship in November 2016.

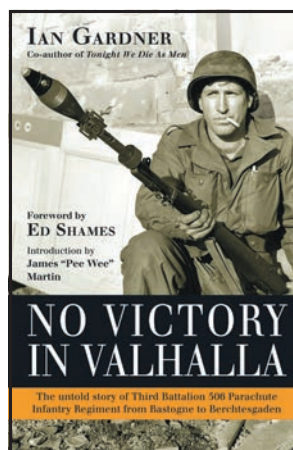
OSP GM231\$50.00



M50 ONTOS AND M56 SCORPION 1956-70: US TANK DESTROYERS OF THE VIETNAM WAR

Designed in the 1950s, the US Marines' M50 Ontos and the US Army's M56 Scorpion were both intended to be fast, light, air-droppable tank-killers for the Cold War battlefield - an answer to the cumbersome and ineffective World War II-vintage tanks that had taken to the battlefield during the Korean War. Although they shared the aim of bringing light, mobile, and lethal antitank firepower to the infantry, the two vehicles varied wildly in design to cater for their unique mission demands. Detailed illustrations and expert analysis provide a comprehensive history of these deadly antitank vehicles, from early development through to their combat history and the eventual disbandment of the Marine Corps' last antitank battalion with M50A1s in 1971. Scheduled to ship in November 2016.

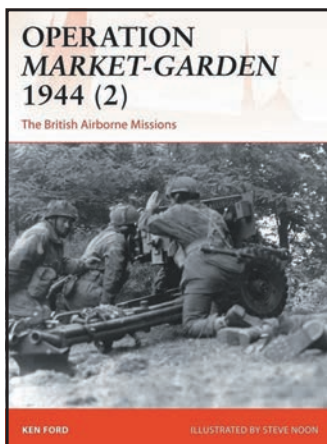
OSP NVG240\$18.00



NO VICTORY IN VALHALLA: THE UNTOLD STORY OF THIRD BATTALION 506 PARACHUTE INFANTRY REGIMENT FROM BASTOGNE TO BERTCHTESGADEN

Based on extensive interviews with the surviving veterans, *No Victory in Valhalla* relives the dramatic struggle of the famed "Screaming Eagles" paratroopers in some of the toughest fighting of World War II. Famously profiled in *Band of Brothers*, the division as a whole was awarded Unit Citation for its heroic defense of Bastogne - a first in the history of the US armed forces. *No Victory in Valhalla* is the final book in a gripping trilogy which includes *Tonight We Die as Men* and *Deliver us from Darkness*. Scheduled to ship in November 2016.

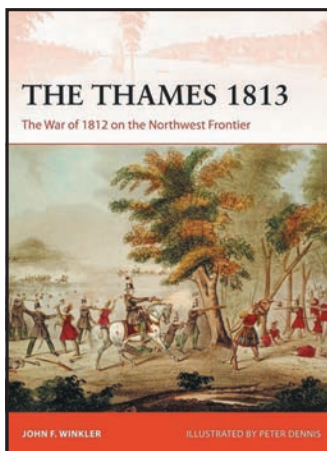
OSP GM818\$13.00



TEMPEST SQUADRONS OF THE RAF

Hawker's charismatic Tempest V entered RAF service just in time to be the most successful counter to the V1 flying bomb assault on southern England in the summer of 1944. With incredibly detailed aircraft profiles and exciting combat reports, this title covers the full history of Tempest squadrons, from their initial design and combat experience in World War II through to their post-war role, and the eventual decline of this iconic British fighter. Scheduled to ship in November 2016.

OSP COM117\$23.00



OSP CAM302\$24.00

OPERATION MARKET-GARDEN 1944 (2): THE BRITISH AIRBORNE MISSIONS

With Germany being pushed back across Europe, the Allied forces looked to press their advantage with Operation Market-Garden, a massive airborne assault that, if successful, could have shortened the war in the West considerably. Focusing on the role played by the British and Polish troops, Ken Ford examines Operation Market-Garden in its entirety, from the early planning through to the early setbacks and eventual catastrophic conclusion. Scheduled to ship in November 2016.

OSP CAM301\$24.00



THAMES 1813: THE WAR OF 1812 ON THE NORTHWEST FRONTIER

The battle of the Thames was the culmination of a bloody campaign that saw American forces clash with the British and their Native American allies on multiple occasions. In a battle that included the future US president William Henry Harrison, American naval hero Oliver Hazard Perry, and the legendary Shawnee leader Tecumseh, the Americans prevailed, due in part to their imaginative use of Kentucky mounted riflemen to charge British regular infantry and artillery. Their victory allowed them to secure the Northwest frontier, a crucial strategic gain in the War of 1812. Drawing on his expertise of US-Native American conflicts, historian John F. Winkler investigates the battle of the Thames, bringing the conflict to life through detailed analysis, combat reports and stunning, specially commissioned illustrations. Scheduled to ship in November 2016.



WORLD WAR II CROATIAN LEGIONARIES: CROATIAN TROOPS UNDER AXIS COMMAND 1941-45

As Europe descended into war, the newly formed state of Croatia found itself an ally in Nazi Germany. Tens of thousands of Croats volunteered for the German Wehrmacht, with Croatian-badged units created within the Army, Navy, Luftwaffe, Waffen-SS, and Police force. Aided by detailed illustrations, author Vladimir Brnardic explores the uniforms and equipment of World War II Croatian Legionaries. Scheduled to ship in November 2016.

OSP MAA508\$18.00

OVERWORLD GAMES



EXPOSED

Hide in Plain Sight! Steal Wallets! Don't Get Exposed! A game of deduction and pickpocketry, players in *Exposed* move secretly around the board, stealthily stealing as many wallets as they can from unsuspecting guests - and exposing their opponents as the thieves they are! Scheduled to ship in September 2016.

IMP OWG0601\$24.99

PAIZO PUBLISHING



PATHFINDER ADVENTURE CARD GAME: MUMMY'S MASK ADVENTURE DECK 2 - EMPTY GRAVES

Your *Mummy's Mask* Adventure Continues! You've barely started exploring the tombs of Wati when the dead begin to rise throughout the city. You'll need to calm the panic in the streets before you can cross swords with the cultists behind the undead uprising. Featuring new locations, villains, monsters, curses, traders, loot, and more, the *Empty Graves* Adventure Deck is a 110-card expansion that adds five new scenarios to the *Pathfinder Adventure Card Game*. Scheduled to ship in November 2016.

PZO 6032\$19.99



more about his loathsome plans before they stumble onto something too large to tackle! A *Pathfinder Roleplaying Game* adventure for 10th-level characters, *The Whisper Out of Time* continues the *Strange Aeons* Adventure Path. Scheduled to ship in November 2016.

PZO 90112\$24.99



PATHFINDER RPG: CAMPAIGN SETTING - THE FIRST WORLD: REALM OF THE FEY

Explore the legendary realm of the fey, where reality reinvents itself and strange creatures peddle stranger wares to the unwary. Learn about the godlike Eldest who rule the First World and how to navigate their fairy courts. Delve for treasures in adventure locations too bizarre for the mortal realm, using new gear, spells, and other rules specifically designed to keep you alive in a world where death is seen as a game. Uncover the true origins of gnomes and other secret histories, battle a horde of new fey monsters, and harness the power of the fairy lords, yourself, with the feysworn prestige class! Scheduled to ship in November 2016.

PZO 9298\$22.99



PATHFINDER RPG: FLIP-MAT - ASYLUM

Whether you're investigating a string of strange occurrences plaguing an institution of healing, or braving a forgotten sanitarium, *Pathfinder Flip-Mat: Asylum* has you covered. Each side of the Flip-Mat features structures serving as a prison for the unlucky and the mad. One side portrays an enlightened institution, while the other is a remote, dreary, forlorn fortress. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker.

Scheduled to ship in November 2016.

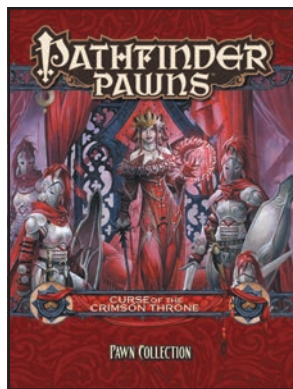
PZO 30078\$14.99

PATHFINDER RPG: ADVENTURE PATH - STRANGE AEONS PART 4 - THE WHISPER OUT OF TIME

With their memories once again intact, the adventurers continue their pursuit of Count Lowls after hearing that he's set course for a lost city in a remote part of Casmaron called the Parchlands. The race is on to stop their crazed nemesis and learn the part of Casmaron called the Parchlands.

Scheduled to ship in November 2016.

PZO 90112\$24.99



PATHFINDER RPG: PAWNS - CURSE OF THE CRIMSON THRONE PAWN COLLECTION

Key monsters and NPCs from the *Curse of the Crimson Throne* Adventure Path come alive on your tabletop with the *Curse of the Crimson Throne Pawn Collection*, featuring more than 100 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the *Curse of the Crimson Throne* campaign, including Gray Maidens, Red Mantis assassins, urban monsters, cursed undead, and dozens of unique pawns also suitable for representing player characters. Scheduled to ship in November 2016.

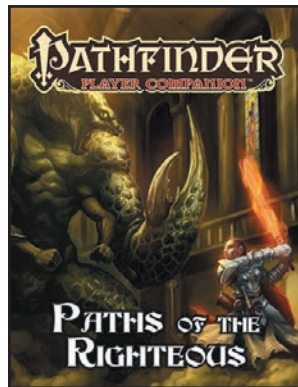
PZO 1023\$24.99



PATHFINDER RPG: VILLAIN CODEX HARDCOVER

Villains are at the heart of every great adventure, scheming, plotting, and getting into mayhem. Creating a convincing and dedicated group of antagonists is no easy task. *Pathfinder Roleplaying Game: Villain Codex* presents 20 groups of vile miscreants waiting to menace your player characters and foil their plans every chance they get. Inside this time-saving tome dwells a wide variety of foes ready to challenge characters of any level, from a corrupt royal court to a sinister cult. Also included are new rules, feats, spells, and magic items to give these villains the edge against the players! Scheduled to ship in November 2016.

PZO 1136\$44.99



PATHFINDER RPG: PLAYER COMPANION - PATHS OF THE RIGHTEOUS

The gods and goddesses of purity and goodness have many holy crusaders and pious clerics among their faithful ready to take up the cause to fight the forces of evil. But, some stand above the others and follow specialized paths to righteousness that grant powerful abilities and focused talents customized to fulfill a specific role among the faithful. *Pathfinder Player Companion: Paths of the Righteous* presents fourteen such specializations in the form of unique prestige classes associated with fourteen of the *Pathfinder* campaign setting's good-aligned deities, along with additional new options to bolster your character's crusade against the wicked and devious villains of the world! Scheduled to ship in November 2016.

PZO 9474\$14.99

POKÉMON USA



POKÉMON TCG: BATTLE ARENA DECKS, RAYQUAZA VS. KELDEO

Rayquaza and Keldeo go head-to-head in *Battle Arena Decks*! These two, opposing, ready-to-play, 60-card decks feature powerful cards and winning strategies worthy of an ace Trainer! Each deck comes with two foil cards featuring Rayquaza-EX or Keldeo-EX, eight foil basic Energy cards, and Tournament-level Trainer cards. Also included are two metallic coins, two sets of damage counters, a 2-player playmat and rulesheet, a Quick Guide to unlock powerful strategies, a code card for the Pokémon Trading Card Game Online, and two deck boxes.

PUI 80168PI

POKÉMON TCG: BATTLE HEART TIN BOX

PUI 80146PI



POKÉMON TCG: MYTHICAL POKÉMON KELDEO COLLECTION BOX

Now Keldeo is at your command! Rare and mysterious, Mythical Pokémon arrive when they choose - and disappear just as quickly! Step forward into a new level of play with the Mythical Pokémon Collection - Keldeo! This boxed set for the Pokémon Trading Card Game comes with a never-before-seen foil promo card featuring Keldeo, a Keldeo collector's pin, two special Pokémon TCG: Generations Booster Packs, and a code card for the Pokémon Trading Card Game Online.

PUI 80094PI



POKÉMON TCG: SUPER PREMIUM MEW AND MEWTWO COLLECTION BOX

From the earliest days of Pokémon, Mew and Mewtwo have been two of the most celebrated battlers! Now they arrive as never-before-seen Mew-EX and Mewtwo-EX foil cards - and combined as a unique sculpted figure - ready to use their incredible Psychic power! The Super-Premium Collection: Mew and Mewtwo includes never-before-seen foil promo cards featuring

Mew-EX and Mewtwo-EX, a sculpted figure featuring Mew and Mewtwo, 10 Pokémon TCG: Generations Booster Packs, a spectacular art book that goes Behind the Scenes with Pokémon TCG illustrators, a code card for the Pokémon Trading Card Game Online, and three collector's boxes with 12 dividers.

PUI 80171PI

PORTAL



NEUROSHIMA HEX 3.0: DANCER EXPANSION

The Moloch attack on Omega had unforeseen consequences: damage to the facility unleashed three strange creatures. They are the product of a secret genetic research project, codenamed "Dancer". Now, half-mad and with no control over their instincts, these creatures fight for survival in the post-apocalyptic wasteland! The Dancer is an army pack for Neuroshima Hex 3.0.

PSI PLG0118\$10.00



NEUROSHIMA HEX 3.0: MEPHISTO EXPANSION

Anomalies originating from radioactive bomb craters generate such monstrosities that pre-war scientists would never imagine! Mephisto is a monstrous worm, a unique synthesis of flesh and steel, which can be a serious threat to even well-armed forces. Contaminated crater - Mephisto's territory - is a tempting shortcut route and a source of resources, but, too often, it becomes a graveyard for newcomers! Mephisto is an army pack for Neuroshima Hex 3.0.

PSI PLG0132\$10.00

PRIVATEER PRESS

MARK OF CAINE

The saga of the Iron Kingdoms continues in this epic book by author Miles Holmes ("Way of Caine")! *Mark of Caine* finds the infamous gun mage Allister Caine now a fugitive from his own government and pursued by hired guns bent on murdering him. Yet, it may not be Caine who committed the crimes of which he's accused, despite overwhelming evidence that he's a cold-blooded murderer! Scheduled to ship in October 2016.

PIP 611\$15.99

TALES OF THE INVISIBLE HAND

Journey to high-flying adventures in an age long forgotten by modern man! *Tales of the Invisible Hand* begins a saga of arcane technology, mighty empires, and ancient conspiracy before the dawn of civilization - a saga that will shape our world. For the unlikely pair of Zech and Gaur - a rookie pilot eager to prove himself and the Neanderthal inquisitor he is tasked to deliver - a routine diplomatic mission becomes a baptism by fire. A flight deep into untamed territory to investigate unrest among the primitive tribes exposes an ancient menace and ignites a chain of events that will forever alter the course of human history! Join Skull Island eXpeditions on its first foray into original fiction with the millennia-spanning pulp adventure *Tales of the Invisible Hand* by Miles Holmes. The book also contains the first chapter of Miles Holmes' upcoming novel, *The Mark of Caine*. Scheduled to ship in August 2016.

PIP 610\$15.99



HORDES

Scheduled to ship in October 2016.



SKORNE TIBERION TITAN HEAVY WARBEAST

PIP 74097\$64.99

WARMACHINE

Scheduled to ship in October 2016.



CRYX SATYXIS GUNSLINGERS UNIT (METAL)

PIP 34132\$24.99



CYGNAR STORMSMITH GRENADIERS UNIT

PIP 31124\$24.99



THE PROTECTORATE OF MENOTH KNIGHTS EXEMPLAR OFFICER COMMAND ATTACHMENT

PIP 32121\$15.99

PROLIFIC GAMES

PACK WARS

Scheduled to ship in October 2016.

IMP PLF600\$20.00

Q-WORKSHOP



BATTLETECH HOUSE D6 DICE SETS (6)

Scheduled to ship in August 2016.

DAVION
QWS SBDA31PI

KURITA
QWS SBKU04PI

LIAO
QWS SBLI81PI

MARIK
QWS SBMA80PI

STEINER
QWS SBST82PI

REAPER MINIATURES

1" SLOTTED HEX GAMING BASE (20)

Scheduled to ship in July 2016.

RPR 74043\$5.99

1" TRANSPARENT SLOTTED HEX W/ SHORT HOVER PEG (10 BASES, 10 PEGS)

Scheduled to ship in July 2016.

RPR 74045\$5.99

2" ROUND TRANSPARENT FLIGHT STAND W/ TALL FLIGHT PEG (5 BASES, 5 PEGS)

Scheduled to ship in July 2016.

RPR 74044\$5.99

TRANSPARENT SHORT HOVER PEGS (25)

Scheduled to ship in July 2016.

RPR 74047\$4.99

TRANSPARENT TALL FLIGHT PEGS (25)

Scheduled to ship in July 2016.

RPR 74046\$4.99

CAV: STRIKE OPERATIONS

Scheduled to ship in July 2016.

1" SLOTTED HEX GAMING BASE (20)

RPR 72252\$5.99

1" TRANSPARENT SLOTTED HEX W/ SHORT HOVER PEG (10 BASES, 10 PEGS)

RPR 72254\$5.99

2" ROUND TRANSPARENT FLIGHT STAND W/ TALL FLIGHT PEG (5 BASES, 5 PEGS)

RPR 72253\$5.99



ARCHER
RPR 72222\$5.99



CONQUEROR
RPR 72219\$5.99



EMPEROR
RPR 72212\$6.99



INFANTRY, LIGHT (HVY MORTAR)
RPR 72247\$5.99



INFANTRY, LIGHT (HVY WEAPONS)
RPR 72245\$5.99



ASHIGARU (2)
RPR 72240\$5.99



COUGAR
RPR 72208\$4.99



FALCON
RPR 72217\$5.99



INFANTRY LIGHT (LIGHT MORTAR)
RPR 72246\$5.99



INFANTRY, PA
RPR 72250\$5.99



ASSASSIN
RPR 72204\$5.99



DESPOT (2)
RPR 72234\$5.99



GNOMIC
RPR 72223\$5.99



INFANTRY, PA (HVY MORTAR)
RPR 72251\$5.99



CATAPHRACT
RPR 72231\$5.99



DICTATOR B
RPR 72205\$5.99



HALBERD
RPR 72202\$5.99



INFANTRY, PA (LIGHT MORTAR)
RPR 72248\$5.99



CHIEFTAIN (2)
RPR 72232\$5.99



DINGO (2)
RPR 72235\$5.99



IMPERATOR
RPR 72224\$5.99



INFANTRY, PA (PANZERFAUST)
RPR 72249\$5.99



KAHN
RPR 72211\$4.99



KATANA
RPR 72221\$6.99



KRAKEN
RPR 72243\$3.99



MALEFACTOR (2)
RPR 72238\$5.99



NAGINATA (2)
RPR 72236\$5.99



NIGHTSHADE
RPR 72226\$5.99



RAIJIN
RPR 72229\$5.99



RAPTOR
RPR 72213\$4.99



RAZOR
RPR 72203\$4.99



REAPER
RPR 72220\$5.99



REGENT
RPR 72225\$5.99



REG. INFANTRY
RPR 72244\$5.99



RONIN
RPR 72214\$6.99



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RPR 72241\$5.99



SILVERBACK
RPR 72230\$5.99



SIMBA
RPR 72218\$6.99



SPECTER
RPR 72206\$5.99



STARHAWK VI
RPR 72228\$6.99



TALON
RPR 72209\$5.99



THUNDERBIRD
RPR 72210\$6.99



TIAMAT
RPR 72201\$5.99



TSUISEKI
RPR 72242\$3.99



TSUKAI (2)
RPR 72237\$5.99



WIGHT
RPR 72207\$5.99

PATHFINDER RPG
Scheduled to ship in July 2016.



ERASMUS, ICONIC MEDIUM
RPR 60201\$6.79



YOON, ICONIC KINETICIST
RPR 60200\$5.99



TYRANT
RPR 72227\$5.99



WOLF (2)
RPR 72239\$5.99

**CHRONOSCOPE:
BONES**

Scheduled to ship in July 2016.



ESTRA, ICONIC SPIRITUALIST
RPR 60198\$6.99



VANQUISHER B
RPR 72216\$5.99



KYRA, ICONIC CLERIC
RPR 89015-NEW\$2.49



HONAIRE, SPIRIT
RPR 60199\$8.99

**DARK HEAVEN:
BONES**

Scheduled to ship in July 2016.



VOODOO
RPR 72215\$5.99



JULIETTE, FEMALE SORCERESS
RPR 77057-NEW\$2.29



MELIGASTER, ICONIC MESMERIST
RPR 60197\$6.49



WARDEN (2)
RPR 72233\$4.99



TOWNSFOLK: MOM & KIDS
RPR 77087-NEW\$2.49



RIVANI, ICONIC PSYCHIC
RPR 60202\$7.49

**RELIQUARY
GAME STUDIOS**



**CLOCKWORK DOMINION RPG:
CLOCKWORK CARDS**

This deck of 100 custom, full-color cards serves as the ticking heart of *Clockwork: Dominion's* mechanics. Scheduled to ship in August 2016.

REL 1001\$9.99



**CLOCKWORK DOMINION RPG:
CORE RULEBOOK**

Come Explore the Clockwork! In *Clockwork: Dominion*, a steampunk roleplaying game set in a Victorian world of gothic horror, players take on the role of exceptional individuals within the British Empire of 1896 as it strives to maintain tradition in the face of scientific advancement, powerful mystical practices, and the threat of the Pontus - the primordial chaos which is slowly devouring creation! Reality itself is crumbling while debutantes vie for social currency, bureaucrats backstab one another, pirates plunder the seas and skies, and a few honorable men and women fight back against the chaos that is consuming the world. Scheduled to ship in August 2016.

REL 1012\$49.99

Every Game IS A Party!



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RENEGADE GAMES STUDIOS

FEATURED ITEM



THE BLOOD OF AN ENGLISHMAN

"Fee Fi Fo Fum! I smell the blood of an Englishman!" roared the giant as he crashed through the vines. Jack, with one arm around his precious stolen harp and the other grasping the bean stalk, felt the rush of danger. Will he make it to the bottom in time to chop down the leafy ladder or will the giant successfully catch the thieving beggar? In *The Blood of an Englishman*, players take on the role of either Jack or the Giant. The Giant must maneuver the Fee Fi Fo and Fum cards while Jack tries to create three bean stalks to

steal the bag of gold, the Golden Goose, and the Singing Harp. Scheduled to ship in November 2016.

RGS 00554 \$15.00

OFFERED AGAIN

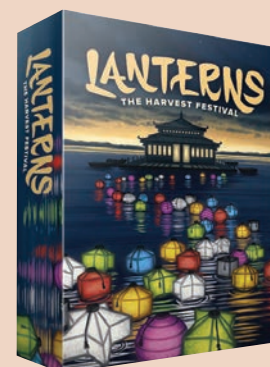


O/A KITTY PAW

What happens when seven cats run into cardboard boxes? Well, a crazy game of kitty hide-and-seek! In *Kitty Paw*, a dexterity and reaction game by Taiwanese designer Aza Chen, players try to be the first to complete the kitty combinations shown on the Kitty cards to score victory points.

RGS 00536 \$20.00

SPOTLIGHT ON



O/A LANTERNS: THE HARVEST FESTIVAL

The harvest is in — now it's time to celebrate! Place tiles, adorn the palace lake, and dedicate lanterns in this beautiful, fast-paced board game set in imperial China.

RGS 00502 \$35.00

RIO GRANDE GAMES

SANTA'S WORKSHOP

Scheduled to ship in October 2016.

RGG 329 PI



TEMPORUM: ALTERNATE REALITIES

What is time? Is it like a river? Or maybe an ocean? Is it like up, but sideways? Is it churning chaos, background noise, held together only briefly by our own awareness of it? You don't know. You just work the machinery; someone else built it. To you, time is a means to an end - a glorious end! From the Age of Atlantis to the Zombie Apocalypse, the eras will sing your praise in *Alternate Realities*, an expansion to *Temporum* that adds 48 more Zones and 60 more Player cards, plus chits and cards used by the new Zones. Scheduled to ship in October 2016.

RGG 521 PI

DARK SOULS THE BOARD GAME

Play with beautifully realised miniatures and innovative mechanics that capture the very essence of the cruel and unforgiving Dark Souls™ experience... Prepare to die.

The fiendishly challenging game of dungeon survival in which 1-4 players use their combined wits to defeat the horrors of the Dark Souls universe.

- 1-4 player **co-op**
- Battle the iconic evils of the **Dark Souls™** universe
- From the **award-winning** creators of Guild Ball



Work in progress version



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www.steamforged.com



- Quick-to-learn **award-winning** core mechanics
- Fast-paced, **tactical and dynamic** gameplay
- Set in a deep, **flavourful** world of intrigue and power struggles, both on and off the pitch
- Accessible **price-point** makes building a new community easy
- A team for every taste; 6 models is all you need to play!



Guild Ball

Step onto the pitch and experience Guild Ball: a brutal mob football game of intense action and high stakes

ROXLEY GAMES



SANTORINI

Learn it in 30-Seconds, Play it for Life! The brain-child of mathematician Dr. Gordon Hamilton (12 Days of Christmas), *Santorini* is a highly accessible, pure-strategy game where players portray youthful Greek Gods and Goddesses competing to best aid the island's citizens in building a beautiful village in the middle of the Aegean sea. Join Aphrodite and the rest of the Pantheon in a truly elegant and visually engaging tabletop game experience in *Santorini*! Scheduled to ship in November 2016.

PSI ROX300\$49.99



SANTORINI: THE GOLDEN FLEECE EXPANSION

The *Golden Fleece* expansion introduces 20 additional gods and building components to *Santorini*. Scheduled to ship in November 2016.

PSI ROX301\$18.00

SASQUATCH GAME STUDIOS



ULTIMATE SCHEME

In *Ultimate Scheme*, A Board Game For Evil Geniuses, players are evil geniuses or criminal masterminds overseeing factions such as the Dark Masters of Darkness, Professor Roboto, or the Cult of Tentacle Doom, and directing minions across the globe to gather resources and complete nefarious schemes such as "Build a Freeze Ray" or "Market Evil Soda". Each scheme earns you progress toward your ultimate scheme and world domination! Scheduled to ship in September 2016.

IMP SQG2000\$39.95

SPACE GOAT PRODUCTIONS



EVIL DEAD 2: THE OFFICIAL BOARD GAME

Board games are about to get a lot more groovy - and gory! *Evil Dead 2: The Official Board Game* is a tile- and miniature-based survival-horror game based on the classic film. Featuring eight custom figures and art depicting the terrifying and iconic characters, monsters, and locales from the film, players in the *Evil Dead 2: The Official Board Game* work together to gather pages of the *Ex-Mortis* while trying to survive demon attacks, supernatural events, and avoid turning into evil Deadites themselves! Scheduled to ship in November 2016.

DIA EVLDBG01PI

SPARTAN GAMES

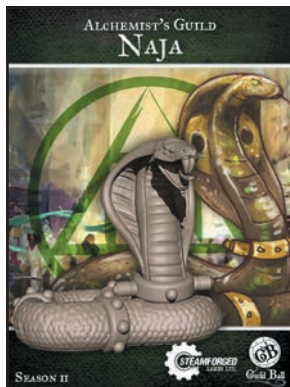


HALO: GROUND COMMAND DELUXE TOKEN SET

For those Generals who take warfare to the next level, the *Halo: Ground Command Deluxe Token Set* contains 45 high-quality tokens in etched, colored acrylic. Scheduled to ship in July 2016.

SGS HGEX05\$26.25

STEAMFORGED GAMES



GUILD BALL ALCHEMIST'S GUILD MASCOT NAJA (SEASON 2)

Scheduled to ship in August 2016.
SFG BALC02-003\$11.99



GUILD BALL BUTCHER'S GUILD MASCOT TRUFFLES (SEASON 2)

Scheduled to ship in August 2016.
SFG BBUT02-003\$14.99



GUILD BALL FISHERMAN'S GUILD MASCOT TENTACLES (SEASON 2)

Scheduled to ship in August 2016.
SFG BFIS02-003\$14.99



GUILD BALL THE UNION MASCOT STRONGBOX (SEASON 2)

Scheduled to ship in August 2016.
SFG BUNI02-003\$14.99

SPIELBOX

spielbox

SPIELBOX MAGAZINE #3 2016

Scheduled to ship in September 2016.
IMP SPB20163\$11.99

SPIELBOX MAGAZINE #4 2016

Scheduled to ship in October 2016.
IMP SPB20164\$11.99

STEVE JACKSON GAMES



BATMAN: THE ANIMATED SERIES DICE GAME

Become a Super-Villain in Gotham City! Can you escape the World's Greatest Detective? The Joker, Catwoman, The Riddler, and Poison Ivy are pulling off elaborate heists to score as much loot as they can carry! Based on the award-winning *Batman: The Animated Series*, players in this press-your-luck dice game are members of the Dark Knight Detective's rogues gallery. Roll the dice and take advantage of each villain's diabolical abilities to scheme your way to victory - before getting busted by Batman! Scheduled to ship in November 2016.

SJG 131339\$14.95



MUNCHKIN: STANDARD CARD SLEEVES

Protect your standard-sized cards from slobbering dragons, wayward ducks, most instances of spontaneous combustion, and bent corners with these *Munchkin*-themed card sleeves! Subject your opponent to images of Spyke and his ubiquitous chainsaw or Flower and her really big axe every time you play! Packed in 50-count packs, these acid-free sleeves are compatible with most collectible card games, including the upcoming *Munchkin Collectible Card Game*. Scheduled to ship in November 2016.

FLOWER (50)
SJG 5603B\$5.95
SPYKE (50)
SJG 5603A\$5.95

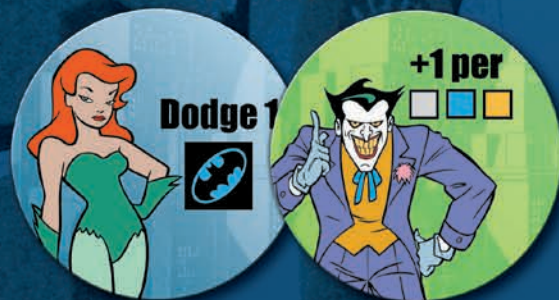
This November,
Super-Villains
Are Loose in
Gotham City!

BATMAN™

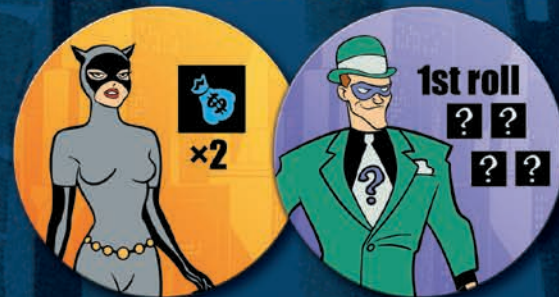
The Animated Series

DICE GAME

Become a Super-Villain
in *Gotham City*!



Use your unique power to foil
the World's Greatest Detective
and escape with the most loot!



CRYPTOZOIC™
ENTERTAINMENT

STEVE
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GAMES



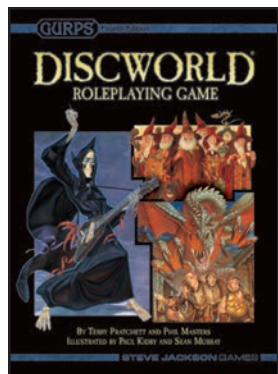
batman.sjgames.com

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(s16)

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GURPS: DISCWORLD RPG 2ND EDITION (STAND ALONE)

The World is Round...And Also Flat! It's obvious, really. Everyone knows it. Except the followers of the Great God Om, who firmly believe it's a sphere. In truth, it rests on the back of four giant elephants, who in turn stand on the back of great A'Tuin, the only turtle to form the basis of an entire branch of astrophysics. The best-selling works of Terry Pratchett chronicle events on the Discworld. The *Discworld Roleplaying Game, Second Edition*, takes things a step further, enabling gamers to dream up their own oddball cast and have new and exciting (mis)adventures on the Disc! Scheduled to ship in November 2016.

SGJ 01-2500.....\$39.95



MUNCHKIN: 12 DAYS OF CHRISTMAS COLORING BOOK

Have a Merry Munchkin Christmas! Featuring a dozen Santa-sized pictures illustrated by Len Peralta, the 12 Days of *Munchkin Christmas Coloring Book* entertains you and the little ones for hours! And when it's time to trade the crayons for cards, your *Munchkin* games become even more merry and bright with ten new game cards that shuffle right into the classic or holiday-themed *Munchkin* games. Scheduled to ship in November 2016.

SGJ 3413.....\$6.95

STRONGHOLD GAMES



LA GRANJA: THE DICE GAME - NO SIESTA!

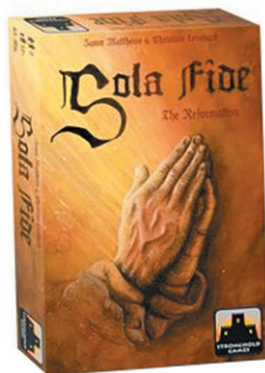
In *No Siesta*, a standalone dice game follow-up to the boardgame *La Granja*, players collect resources in order to gain the most victory points. To do this, they can hire helpers to use their special effects, build a barn to store goods, and, sometimes, take a little time off and have a Siesta! Scheduled to ship in November 2016.

PSI SG-0004.....PI

SOLA FIDE: THE REFORMATION

Despite earlier attempts, Martin Luther started the Reformation in 1517 with his "Ninety-Five Theses". Luther criticized the selling of indulgences and that the Catholic doctrine of the merits of the saints had no foundation in the gospel. The "Protestants" soon incorporated doctrinal changes, such as *Sola Scriptura* and *Sola Fide*. The changes were not only theological, but also other factors played a role in the Reformation: the rise of nationalism, the Western Schism that eroded people's faith in the Papacy, the perceived corruption of the Roman Curia, the impact of humanism, and the new learning of the Renaissance that questioned much of traditional thought. The Roman Catholic Church responded with a Counter-Reformation initiated by the Council of Trent. In this 2-player game, players attempt to install Reformation in the Holy Roman Empire - or try to prevent it - battling the Holy Roman Empire's Imperial Circles. Scheduled to ship in November 2016.

PSI SG-4006.....\$49.95



STRONGHOLD 2ND EDITION: UNDEAD EXPANSION

A new chapter unfolds in the story of the invasion of the *Stronghold*! The Necromancer has unleashed hordes of undead creatures: Phantoms, Skeletons, and Vampires. Each of these creatures harbors a special ability that will aid the Necromancer in breaching the walls. However, the Defender also has Priests who will add strength to the troops and repel some of undead villains. Scheduled to ship in November 2016.

PSI SG-7120.....PI

STUDIO WOE



GRUFF: CLASH OF THE BATTLE GOATS EXPANSION

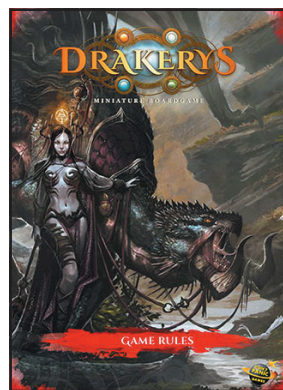
A stand-alone expansion for *Gruff*, *Clash of the Battle Goats* is a two-player, tactical card game of unstoppable monster goats! Featuring a brutal battle system that creates a constant state of counter-play, *Clash of the Battle Goats* allows players to customize their herd and mutate their goats to become Meaner, Weirder, and Fatter! Scheduled to ship in October 2016.

WOE 0101.....\$20.00

SURFIN MEEPLE

DRAKERYS

Scheduled to ship in November 2016.



DRAKERYS: CORE RULEBOOK

The legend tells that Drakerys, our world, was born from the fury of elemental energies tamed by primordial dragons. When the dragons fell asleep, their Elf, Human, Dwarf, and Orc servants stood to fight and created the empires we know today. Centuries passed and Drakerys forgot the fury of its origins. Today, the elemental messengers announce the return of magic and dragons, and a new era of battles. Old empires topple and armies rise to answer the call of new heroes. The world is changing! Are you ready to take power? *Drakerys* is a miniatures wargame set in a medieval fantasy universe.

PSI SMPNALI1601.....\$20.00



2-PLAYER STARTER SET - ASHRAL ORCS VS PALADINATE OF IROSIA

The Starter Set contains everything two players need to discover and play *Drakerys*: two opposing armies (38 miniatures), an introductory campaign, gaming cards, a terrain poster, dice, tape measures, and complete rules.

PSI SMPNASS1101.....\$90.00

ACCESSORY BOX - 4 ELEMENTAL VORTEXES AND 1 MAELSTROM

PSI SMPACLE0501.....\$45.00

ACCESSORY SET

30MM SCENIC BASES (10)
PSI SMPACSP0001.....\$15.00
40MM SCENIC BASES (5)
PSI SMPACSP0002.....\$15.00
ASHRAL VS IROSIA
PSI SMPNASP1001.....\$20.00

TUNDRA INVESTMENTS



SLEEVES: PERFECT SIZE HARD CLEAR (50)

Dimensions: 89mm x 64mm x .10mm
Scheduled to ship in September 2016.

KMC PS1652.....PI

ULTRA-PRO



6FT BATTLE FOR ZENDIKAR KEY ART TABLE PLAY MAT FOR MAGIC

Scheduled to ship in May 2016.

UPI 86332.....PI



9-POCKET SECURE PLATINUM PAGE FOR STANDARD CARDS

Scheduled to ship in May 2016.

UPI 84732.....PI



AKAME GA KILL!

Scheduled to ship in August 2016.

DECK PROTECTOR SLEEVES
UPI 84819.....PI
FULL-VIEW DECK BOX
UPI 84812.....PI
PLAYMAT
UPI 84961.....PI

M2 DECK BOX



NEW COLORS!

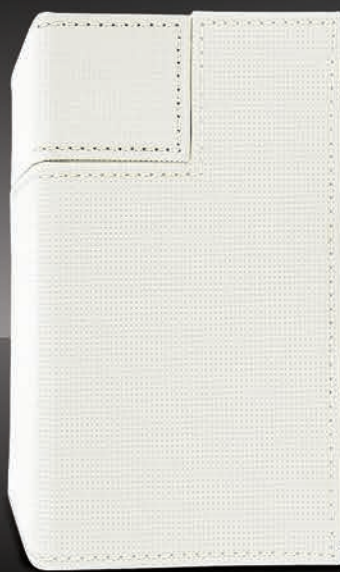
- Holds 75 double-sleeved cards
- Strong magnetic closure
- Includes removable tray for dice, tokens & game accessories
- Unique styles to fit your gameplay



85041
Cookie Jar



85043
Iceberg Lounge



85042
Outer Rim

(Cards & accessories not included)



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Ultra•PRO®



DECK BUILDER'S PLAYSET PRO-BINDERS

Scheduled to ship in May 2016.

BLACK	UPI 84694.....	PI
WHITE	UPI 84693.....	PI



DOGE SUCH CLASS! MUCH FANCY!

Scheduled to ship in May 2016.

STANDARD DECK PROTECTOR 50CT	UPI 84540.....	PI
FULL-VIEW DECK BOX	UPI 84539.....	PI
PLAY MAT	UPI 84541.....	PI



FORCE OF WILL PLAY MATS

BEACH DAY	UPI 85115.....	PI
MEMORIES OF MARIABELLA	UPI 85134.....	PI



FORCE OF WILL INDEPENDENCE DAY LIMITED EDITION PLAYMAT

Scheduled to ship in July 2016.	UPI 84895.....	PI
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GRUMPY CAT MINI DICE AND TOKEN POUCH

Scheduled to ship in May 2016.	UPI 84525.....	PI
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GURREN LAGANN PLAYMATS

Scheduled to ship in August 2016.

FIRST SKY	UPI 84876.....	PI
SUNSET	UPI 84878.....	PI
YOKO	UPI 84877.....	PI



IS IT WRONG TO TRY TO PICK UP GIRLS IN A DUNGEON

DECK PROTECTOR SLEEVES	UPI 84820.....	PI
FULL-VIEW DECK BOX	UPI 84813.....	PI



IS IT WRONG TO TRY TO PICK UP GIRLS IN A DUNGEON PLAYMAT

Scheduled to ship in August 2016.	UPI 84960.....	PI
BELL & HESTIA	UPI 84959.....	PI
GODDESSES	UPI 84959.....	PI



JUNGLE IMAGINATION PLAY MAT

Scheduled to ship in May 2016.	UPI 90000.....	PI
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KILL LA KILL PLAY MATS

Scheduled to ship in May 2016.

ELITE FOUR	UPI 84535.....	PI
RYUKO AND SATSUKI	UPI 84534.....	PI
RYUKO	UPI 84533.....	PI



MAGIC THE GATHERING: ABACUS LIFE COUNTER

Scheduled to ship in August 2016.	UPI 86314.....	PI
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MONKEY GENERAL

Scheduled to ship in May 2016.

DECK PROTECTORS 50CT	UPI 84550.....	PI
FULL-VIEW DECK BOX	UPI 84551.....	PI



NO GAME NO LIFE

Scheduled to ship in August 2016.

DECK PROTECTOR SLEEVES	UPI 84821.....	PI
DECK BOX	UPI 84814.....	PI



NO GAME NO LIFE PLAYMATS

Scheduled to ship in August 2016.

CARD GAMES	UPI 84964.....	PI
CHESS	UPI 84963.....	PI



PLAYGROUND MAZE IMAGINATION PLAY MAT

Scheduled to ship in May 2016.	UPI 91000.....	PI
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POKÉMON PIKACHU GREY DECK PROTECTOR 65CT

Scheduled to ship in May 2016.	UPI 84557.....	PI
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PRO-FIT SIDE LOAD DECK PROTECTORS 100CT

Scheduled to ship in May 2016.

SMALL	UPI 84650.....	PI
STANDARD	UPI 84649.....	PI

WONKY®

THE UNSTABLE ADULT PARTY GAME

COMING SOON!



WARNING

HIGHLY UNSTABLE!

Radioactive and highly unstable alien "WONKY" element cubes have been discovered! As a member of the HAZMAT team players use "PROTOCOL" cards to stabilize the cubes. By following protocol and stacking the cubes players are able to defuse the situation. But beware, toppling the cubes can cause "SIDE EFFECTS." First player to finish following all their "Protocol" cards and have no cards in hand at the end of their turn WINS!



Wonky Element Cubes



Protocol Cards



Side Effect Cards



WARNING: Playing Wonky may cause inability to move arms, legs, or facial muscles, memory loss, change in voice, loss of bladder control, uncontrolled vocal outbursts (including swearing)!

ADULTS ONLY
NOT SUITABLE
FOR CHILDREN

USAopoly

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AGES 21+
2 OR MORE PLAYERS

**SIDE EFFECTS
INCLUDE:**

SIDE EFFECT 3628:
ATOMIC EYES
NO EYE CONTACT



SIDE EFFECT 0986:
PHONE EFFECT
NO TOUCHING PHONES



**LIMITED
QUANTITIES**
ORDER TODAY!



SILVER CARD BACK FOR CARDFIGHT!! VANGUARD

Scheduled to ship in May 2016.
SMALL DECK PROTECTORS (65)

UPI 84527.....PI

FULL-VIEW DECK BOX

UPI 84531.....PI

TOPLOADER AND ONE-TOUCH CARD SORTING TRAY

Scheduled to ship in May 2016.

UPI 84564.....PI



TOPLOADER AND ONE-TOUCH CARD SORTING TRAY - 4CT

Scheduled to ship in May 2016.

UPI 84754.....PI



WRATH OF THE RIGHTEOUS

Scheduled to ship in May 2016.

ADD-ON DECK MATS 4-PACK

UPI 84529.....PI

BASE SET CHARACTER MATS 7-PACK

UPI 84530.....PI

UPPER DECK

SPOTLIGHT ON LEGENDARY

LEGENDARY DBG: MARVEL DEADPOOL EXPANSION

Five New Heroes! Four New Schemes! Two New Villain Groups! Two New Masterminds! One Insanely Fun Expansion! The Merc With a Mouth brings his charming personality, as well as a few friends, to the *Legendary* universe with this 100-card, small box expansion that allows you to play with - and against - other players to defeat the nefarious threats aligned against Deadpool! Scheduled to ship in October 2016.

UDC 86328.....PI



PACK OF LIES

Rooted in a Noir Fantasy world based around Lies and Deceit, players in *Pack of Lies* are set on a grim quest to clear their name, and must gather a gang of (unsavory) characters that use treachery and deceit - or bash some skulls - to get to the truth! Work with - or against - the different factions within the city including The Church, The Cops, The Syndicate, The Enchanters, and The Dragonclan. Scheduled to ship in November 2016.

UDC 83543.....PI

USAOPOLY



GHOSTBUSTERS FUNEDIBLES VINYL COLLECTIBLES

Approx 4' Tall Scheduled to ship in September 2016.

PIZZA VENKMAN

USO FE091455.....PI

STAY PUFT MARSHMALLOW

USO FE091454.....PI



HARRY POTTER HOGWARTS BATTLE DECKBUILDING GAME

Class Is In Session! The forces of evil are threatening to overrun Hogwarts castle in this new, cooperative, deck-building game! It's up to four students to ensure the safety of the school by defeating villains and consolidating their defenses. Players take on the role of a Hogwarts student (Harry, Ron, Hermione, or Neville) each with his or her own personal deck of cards. To secure the castle from the forces of evil the students must work together to build more powerful decks using iconic Wizarding World characters, spells, and items. Defeat all the villains, including He-Who-Must-Not-Be-Named, and win the game! Scheduled to ship in September 2016.

USO DB010400.....PI



THE WALKING DEAD JENGA

Scheduled to ship in September 2016.

USO JA095379.....PI



THE WALKING DEAD TRIVIAL PURSUIT

An epidemic of apocalyptic proportions has swept the globe with this bite-sized edition of *The Walking Dead Trivial Pursuit*! Featuring 600 questions that cover the characters and events included in the popular comic book series, even the most ardent fans will be challenged to fight for their survival. First person to collect six cards becomes the last survivor! Scheduled to ship in September 2016.

USO TP095379.....PI

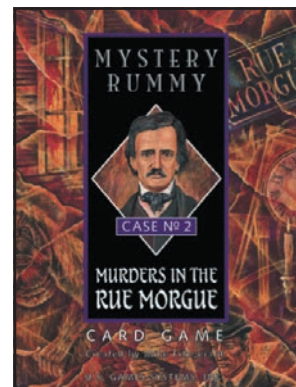


WONKY: THE UNSTABLE ADULT PARTY GAME

Radioactive and highly unstable alien 'Wonky' element cubes have been discovered! As a member of the HAZMAT team, players in *Wonky: The Unstable Adult Party Game* use Protocol cards to attempt to stabilize the cubes. By following protocol and stacking the cubes, players are able to defuse the situation. But, beware! Toppling the cubes can cause catastrophic side-effects! Scheduled to ship in September 2016.

USO WK107447.....PI

U.S. GAMES SYSTEMS



MYSTERY RUMMY

Mystery Rummy offers a series of rummy-style card games by Mike Fitzgerald with innovative twists in play with well-integrated mystery themes. Whether it's catching Jack the Ripper, solving the mystery of the Murders in the Rue Morgue, dabbling in the lab of Dr. Jekyll & Mr. Hyde, going on police raids against Al Capone and the Chicago underworld, or preventing escapes from Alcatraz, these games all provide great entertainment. Scheduled to ship in August 2016.

AL CAPONE

FRD 101471N.....\$14.99

ESCAPE FROM ALCATRAZ

FRD 101476N.....\$17.99

JACK THE RIPPER

FRD 101468N.....\$14.99

JEKYLL & HYDE

FRD 101470N.....\$14.99

MURDERS IN THE RUE MORGUE

FRD 101469N.....\$14.99

VISION3 GAMES



STRIFE: SHADOWS & STEAM

The original Champions of Aerim have long since faded from memory. Technology has begun its slow and steady rise within civilization, while many still cling desperately to the magic of old. Astaria, itself, has grown into a vast, sprawling empire, yet rebellion is carried on whispers from deep within the shadows. The strength of steam could spark a revolution. But, for the Eternals, the cycle continues as it always has. For them, there is only...strife. Introducing new characters, abilities, and a unique twist or two, *Strife: Shadows & Steam* is a stand-alone sequel to *Strife: Legacy of the Eternals*. Scheduled to ship in September 2016.

IMP V3G2100.....\$19.99

WHITE WIZARD GAMES



HERO REALMS DECKBUILDING GAME

From the creators of *Star Realms*! Take arms against your foes in *Hero Realms*, White Wizard Games' addictive, fantasy-themed deck-building game that plays like a fantasy roleplaying game. Scheduled to ship in November 2016.

WWG 500.....\$19.99



HERO REALMS: PACKS

Play *Hero Realms* as a Cleric, Fighter, Ranger, Thief, or Wizard! Each 15-card Character Pack contains a custom 10-card starting deck featuring multiple, unique, character-specific cards, a character card with your starting health, a class-specific minor ability card, a class-specific major ability card, two score cards, and complete rules. Scheduled to ship in November 2016.

CLERIC
WWG 501.....\$4.99

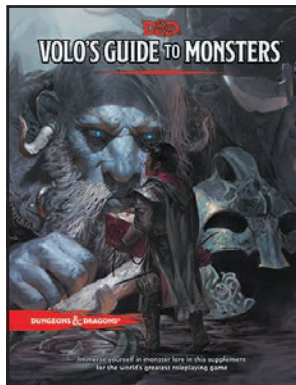
FIGHTER
WWG 502.....\$4.99

RANGER
WWG 503.....\$4.99

THIEF
WWG 504.....\$4.99

WIZARD
WWG 505.....\$4.99

WIZARDS OF THE COAST



DUNGEONS & DRAGONS RPG: VOLO'S GUIDE TO MONSTERS

The esteemed loremaster Volo of Geddarm is back and he's written a fantastical dissertation, covering some of the most iconic monsters in the Forgotten Realms. Unfortunately, the Sage of Shadowdale himself, Elminster, doesn't believe Volo gets some of the important details quite right. Don't miss out as Volo and Elminster square off (academically speaking, of course) to illuminate the uninitiated on creatures both common and obscure. Uncover the machinations of the mysterious Kraken Society, what is the origin of the bizarre frogemoth, or how to avoid participating in the ghastly reproductive cycle of the grotesque vargouille. *Dungeon Masters* and players will get some much-needed guidance as you plan your next venture, traipsing about some dusty old ruin in search of treasure, lore, and, let's not forget, dangerous creatures whose horns, claws, fangs, heads, or even hides might comfortably adorn the walls of your trophy room. If you survive. Explore the breadth of *D&D's* monsters with *Volo's Guide to Monsters*, an immersive tome filled with beautiful illustrations and in-depth lore.

WOC B86820000.....\$49.95

FEATURED ITEM



MONSTER MENAGERIE II

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET MONSTER MENAGERIE 2 STANDARD BOOSTER 8 COUNT BRICK

Bring the heroes, villains, and monsters from the world of the Forgotten Realms to your tabletop with the 54 figures from *D&D Miniatures: Icons of the Realms - Monster Menagerie 2!* This latest set in the *Icons of the Realms* miniatures line is offered in 8-count Booster Bricks Scheduled to ship in January 2017

WZK 72531.....\$127.92

FEATURED ITEM



TEENAGE MUTANT NINJA TURTLES HEROCLIX: SHREDDER'S RETURN 24 COUNT GRAVITY FEED

Teenage Mutant Ninja Turtles HeroClix: Shredder's Return features fan-favorite characters including Leonardo, Michelangelo, Donatello, Raphael, and iconic Turtle villains like Shredder, Bebop, and Rocksteady, while subthemes highlight the Purple Dragon street gang

and more characters from the 2012 animated

series - especially the Turtles from their adventures in space! The *Teenage Mutant Ninja Turtles HeroClix: Gravity Feed* showcases more than 30 characters from the 32-year history of the TMNT, based on both the comics and animated TV series. Scheduled to ship in March 2017

WZK 72200.....\$71.76

WIZKIDS/NECA

FEATURED ITEM



DC
COMICS™

DICE MASTERS

DC DICE MASTERS: BATMAN 90-COUNT GRAVITY FEED

Patrol Gotham City with the Dark Knight himself in *DC Comics Dice Masters: Batman*! Join the Batman Family and fight crime, or create chaos in Gotham with the Joker and the rest of Batman's Rogues Gallery! Introducing more than 30 heroes and villains (and their dice!), each *DC Comics Dice Masters: Batman Foil Pack* contains two cards and two dice that players can add to their *Dice Masters* collections. Scheduled to ship in February 2017

WZK 72435.....\$89.10

FEATURED ITEM



TEENAGE MUTANT NINJA TURTLES HEROCLIX: SHREDDER'S RETURN FAST FORCES

The *Teenage Mutant Ninja Turtles HeroClix: Shredder's Return Fast Forces Pack* features all-new dial designs for fan-favorite Turtle characters Leonardo, Michelangelo, Donatello, Raphael, and two long-time Turtle villains, Bebop and Rocksteady. Scheduled to ship in March 2017

WZK 72205.....\$16.99

WORLDWISE IMPORTS



FIRST CHESS

Great for outdoor and indoor play, the Worldwise Imports First Chess Set includes a roll-up vinyl chessboard and a canvas tote for easy storage and transport. The green and white chess mat includes alpha/numeric markings, while the triple weighted tournament plastic chess pieces feature double queens and 3.75" king. Scheduled to ship in July 2016.

WWI 95200.....PI

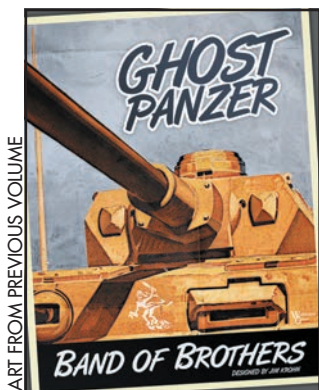


SMART GO

This set comes with 361 Glass Go Stones, a 7mm Vinyl Go Mat (20" x 19"), and complete rules for the game, all packaged in a Black Canvas Tube Tote. Scheduled to ship in July 2016.

WWI 22801.....PI

WORTHINGTON GAMES



BAND OF BROTHERS: GHOST PANZER - 2ND EDITION

Are you ready to battle across the vast steppes of the Russian motherland? Following the exploits of the German 11th Panzer Division, this Second Edition of Ghost Panzer features newly remastered, mounted maps, new and extra counters with a counter tray, an improved player aid card, and an up-to-date series rulebook. Scheduled to ship in August 2016.

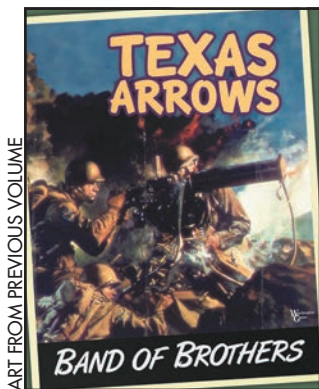
WOG WPUB011.....\$75.00



BAND OF BROTHERS: SCREAMING EAGLES - 2ND EDITION

Follow the exploits of the American 101st Airborne division as they fight their way from the beaches of Normandy across the Rhine and into Germany in Band of Brothers: Screaming Eagles. This Second Edition of Screaming Eagles features newly remastered, mounted maps, new and extra counters with a counter tray, and an improved player aid card, plus an up-to-date series rulebook with counters and a scenario book updated to the new Proficiency system. Scheduled to ship in August 2016.

WOG WPUB010.....\$75.00



BAND OF BROTHERS: TEXAS ARROWS

Liberate Europe! A stand-alone game in the Band of Brothers series, Texas Arrows introduces 12 new scenarios, plus brand-new mounted maps, player aids, and counter sheets, for use with Screaming Eagles and Ghost Panzer. Scheduled to ship in August 2016.

WOG WPUB012.....\$45.00



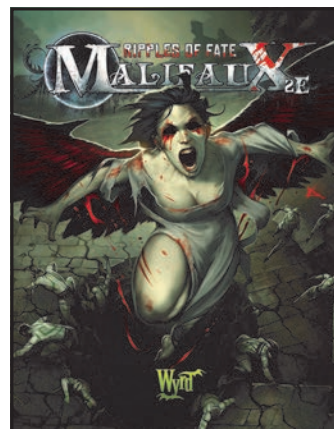
HOLDFAST: NORTH AFRICA 1941-1942

As 1941 opened, Great Britain had its back against the wall. Thrown out of Europe by Germany, its military's only bright spot was defending Egypt against the Italians. Then Germany's General Erwin Rommel arrived in the desert and began the legend of the Africa Korps. Rommel came within miles of severing the colonial life line of the British and crippling its Empire. Holdfast North Africa 1941-1942 is the follow-up to the

highly popular Holdfast Russia 1940-1941 and Holdfast Korea 1950-51. Scheduled to ship in July 2016.

WOG WPUB009.....\$65.00

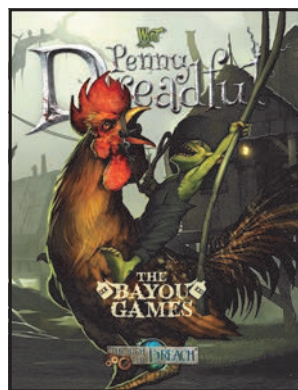
WYRD MINIATURES



MALIFAU: RIPPLES OF FATE

The Governor-General is gone, undone by his attempts to become a Tyrant - and the Guild is reeling from the blow! As it struggles to keep the opportunistic Arcanists at bay, an ancient power reawakens deep within the Badlands, gathering the scattered Neverborn to her side in preparation for the coming war with the Tyrants... and then the scouring of all human life from Malifaux! Amidst the chaos, daring bandits take advantage of the Guild's distraction to line their own pockets with Soulstones, Gremlins soar through the sky in a stolen airship, and the Ten Thunders turn to a power they can neither understand nor control in order to expand their holdings. And through it all, a shrouded woman rides slowly through the streets clogged with bodies, taking measure of the dead and recruiting the strongest as soldiers for the coming war... Ripples of Fate expands the world of Malifaux, bringing seven new Masters into the battle between fate and mortal willpower. New models, new stories, and new scenarios provide a glimpse of how each Faction intends to capitalize upon the vacuum of power left behind in the wake of the Governor's death.

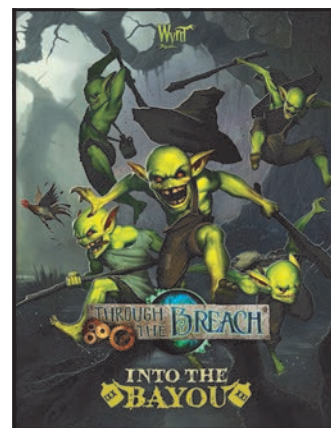
WYR 20038.....\$45.00



THROUGH THE BREACH RPG: PENNY DREADFUL - THE BAYOU GAMES

Winning means fame and fortune. Losing means... well, it probably means that you were too drunk and fell off your giant chicken during the jousting competition! A simple mission to recover a stolen device turns into something more as the Fated get pulled into a competition between rival Gremlin families in a sprawling Bayou Bash. So load your shotgun, grab your best pig, and try to avoid catching fire as you compete in the most grueling contests not seen in the Bayou since the last time this sort of thing happened! The Bayou Games is a fun, four-session, Gremlin-focused adventure for the Through the Breach roleplaying game.

WYR 30205.....\$25.00

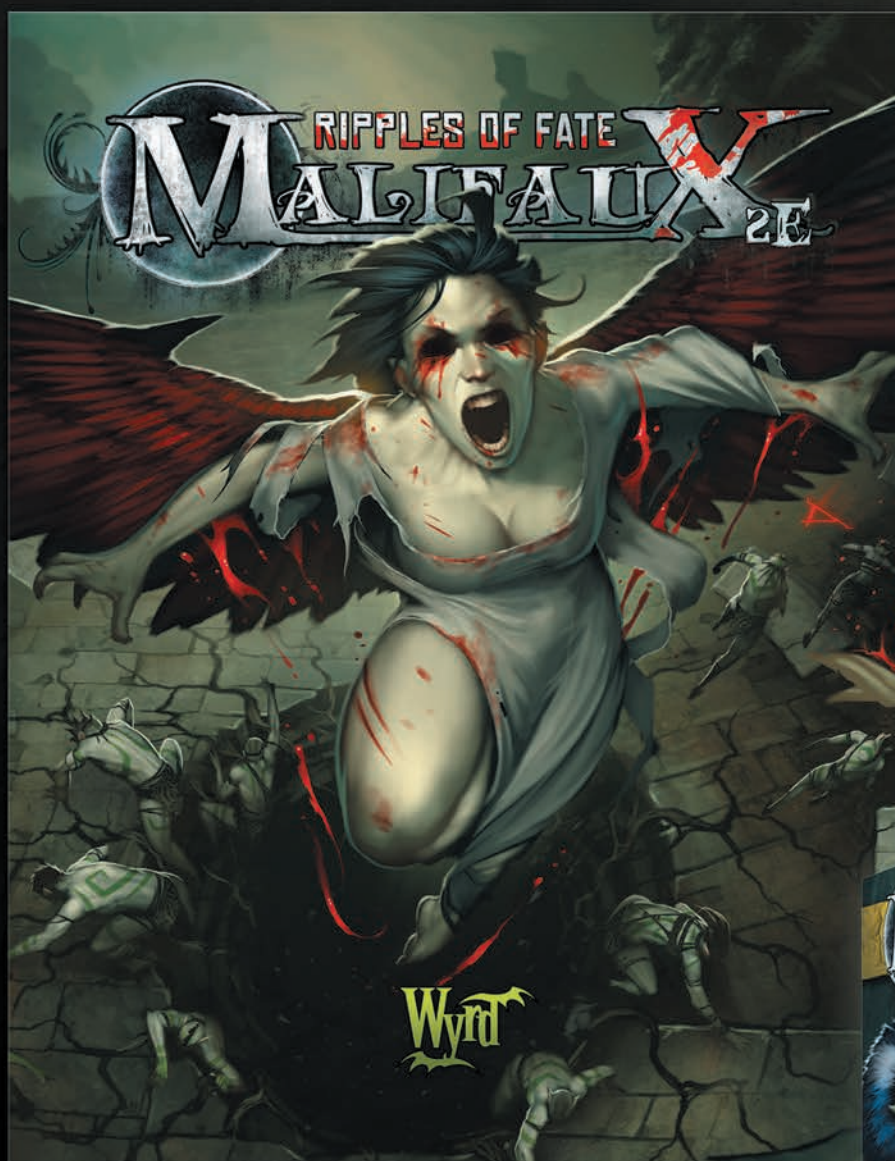


THROUGH THE BREACH RPG: PENNY DREADFUL - INTO THE BAYOU

Into the Bayou takes you out of the city and into the bogs, fens, and marshes east of Malifaux City. This Malifaux supplement for Through the Breach expands on the options presented in the Fated Almanac, allowing players access to the ramshackle weapons and strange magic of the Bayou's race of green-skinned Gremlins.

WYR 30106.....\$45.00

MALIFAUX^{2E}

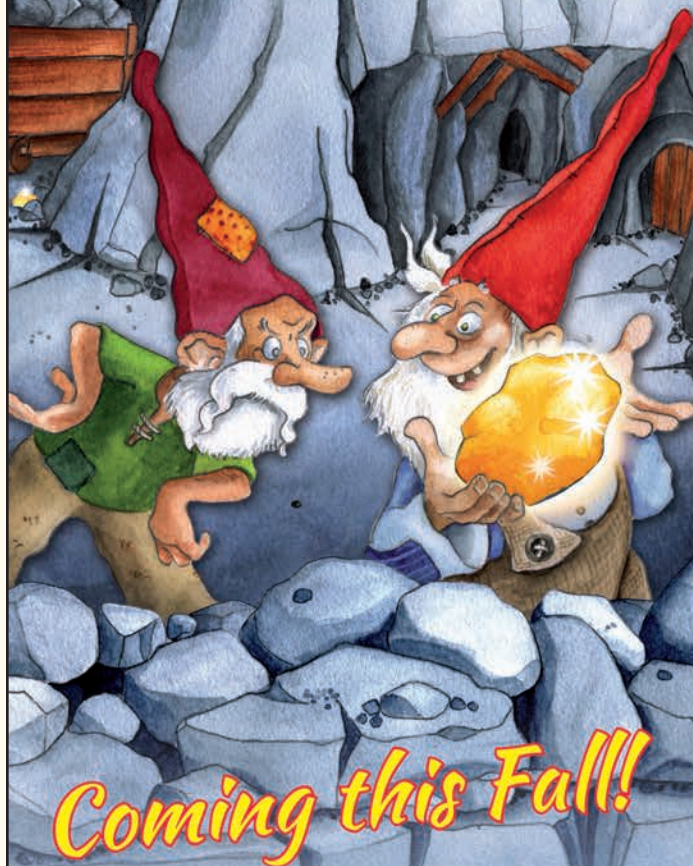


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Saboteur

The Duel



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Return of Iron Dragon



The classic *Empire Builder* series of train games has taken players around the world and beyond — from North America to India, Europe to Japan, and India to the Martian desert. And soon, players will be able to return to a magical land of steampunk, dragons, and trains with *Iron Dragon*!

In *Iron Dragon*, players will not only have to build the most efficient train routes and satisfy the trade demands of various cities, but they'll also need to contend with events suitable to a fantasy setting full of wonder and intrigue. The world of *Iron Dragon* is populated by humans, but also trolls, elves, genetically engineered dragons, and cat folk. Trying to keep your deliveries running on schedule takes on a whole new challenge when you also have to contend with magical tempests, vampire attacks and winged demons from the underworld.



Both the trains and commodities are also suitably fantastic, with cities demanding goods from the mundane (wheat, ale, and steel) to the magical (potions, spells, and wands). In the end, it comes down to cold, hard cash, as the player with the most Wizard Certificates will win the day. So strap into your Iron

Dragon and prepare for the ride of a lifetime! No, seriously, buckle up; the town crier says there's a peasant revolt in Opal Bezin! **About Iron Dragon:** *Iron Dragon* was designed by Darwin Bromley, Tom Wham, and the *Empire Builder* Design Team for 2-6 players, ages 12 and up. Games take between 120 and 240 minutes.

4 GODS

A GAME BY CHRISTOPHE BOELINGER



4 Gods | FG01 | \$49.99



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CORVUS BELLI INFINITY

BEHIND THE RED VEIL:

THE AL FASID

AN ARTICLE BY GUTIER LUSQUÍÑOS. EDITED BY JEREMY BRECKBILL.

The Operation: Red Veil Battle Pack includes two exclusive models that won't be sold separately. For this Battle Pack, the exclusive models needed to be a good representative of the faction they belonged to. Having this in mind, the Al Fasid, an impressive servopowered trooper, was chosen for the Haqqislamite side. For the Yu Jing side the Ninja with Tactical Bow, a no less impressive but sexier stealth killer, was chosen.

A still unreleased Sectorial Army of Haqqislam is the one based in an area of Bourak known as the Caliphate of Al Medinat. This is one of the successfully terraformed territories of the Haqqislamite planet. Well-known for its beautiful Andalusian-style gardens, Al Medinat is famous across the Human Sphere for their universities and for being home

of the more important pharmaceutical, genetic, and biomedical companies. For that reason, some troopers coming from the Sectorial Army of this region, like the Khawarijs, have been biogenetically enhanced. However, this is not the case with the Al Fasid, a new name for an old troop.

The Al Fasid are an old release who get new name, new troop profile, and new design. Formerly known as Alh Fassed, the name has been updated, as well as the troop profile. Previously the Alh Fassed Regiment was a light Heavy Infantry unit conceived as a cheaper option to the formerly expensive Janissaries, but now they have totally changed. The updated profile of the Janissaries made them less expensive, and with the new Human Sphere N3 mechanics, a new

military task was required for the Al Fasid. To avoid competing with the Janissaries as a Fireteam capable Heavy Infantry, the Al Fasid adopted a heavy support tactical role, covering the advance of the Haqqislamite light troops with heavy fire. With their new profile, these armored troopers have stronger armor and heavy support weapons, such as the Heavy Machine Gun with a Light Grenade Launcher, which allows you to rain lead over the enemy while you create a smokescreen to cover the advance of your troops.

However, although the troop profile has changed, the identity and behavior of these troops are still as suspicious as they have always been.

WHO ARE THE AL FASID?

The Al Fasid ('The Corrupted') Regiment accepts only soldiers with a solid operational record who can live up to their grueling battery of admission tests. Beyond proving their ability to do the job, applicants are not expected to answer any questions about their past, which is simply assumed to be checkered. The regiment is infamous for their aggressive combat methods and their willingness to go to any lengths to snatch a victory. This reputation has earned them the epithet of 'The Seven Times Accursed'. No Al Fasid is a model of Haqqislamite virtue, but they don't seem to care in the least. These soldiers don't fight for the glory; they fight because they need to earn a living, because they enjoy it, or because it's the only thing they know how to do well.



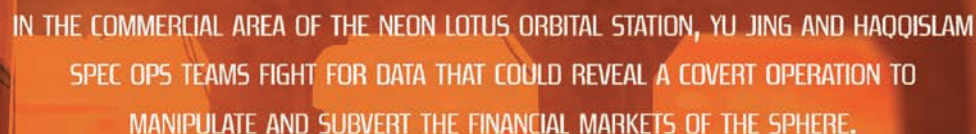
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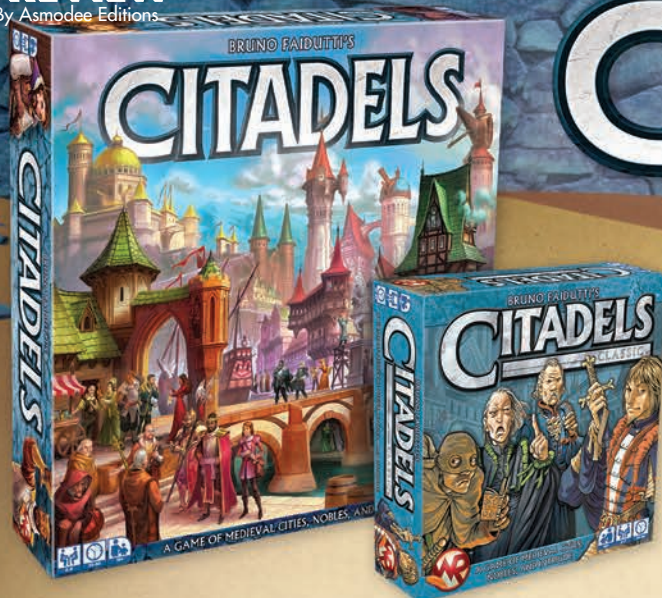
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CITADELS



You are in the last stages of building the city of your dreams and about to make an enormous amount of gold in the act. But right now, you have a difficult choice to make. Do you recruit the Assassin and murder one of your competitors' characters? Do you commission the Thief to rob your richest opponent, and use his gold to build? Or do you employ the Architect, plan to build three districts in your turn, and hope against hope that he won't be robbed or murdered before that happens? Moreover, what do you build next? A Manor or a Tavern? The kingdom's Capitol or a Wishing Well?

That is the essence of playing Bruno Faidutti's classic card game *Citadels*. First published in 2000, *Citadels* has since become one of the great games of the modern era. Now, Windrider Games is releasing a new version, revised and expanded with the help of the original designer and featuring updated art and graphic design.

Draft and Scheme, Deceive and Build

In *Citadels*, two to eight players compete to build magnificent medieval cities. At the start of each round, players draft a single character each. Then, in order of the characters' rank, players reveal their characters, collect gold, build districts, and use their characters' unique abilities. Once a city has seven districts, it is complete, triggering the game's end once the current round is finished. The player whose city is worth the most points wins. This simple framework enables plentiful strategizing, deception, and backstabbing, all in an easy-to-learn game that takes less than an hour to play.

Explore the Most Magnificent Kingdom of All

The new version of *Citadels* brings to life a richer, more diverse kingdom than any presented by the game before. It includes all the characters and districts from both the original version and the later *Dark City* expansion,

along with nine new characters and twelve new unique districts. Some of the new characters were initially created by a fan, Robin Corrèze, whose concepts intrigued Faidutti and prompted this revised and expanded edition. The new districts were crafted by Faidutti together with the team at Windrider Games.

With a total of twenty-seven characters and thirty unique districts, *Citadels* is now more diverse and more customizable than ever. That diversity is emphasized by the edition's new character art by Andrew Bosley, which depicts a multiethnic kingdom with more modern gender roles. As in earlier editions, the districts are realized by a group of artists, creating a kingdom of stylistic variety to match the diversity of its people.

Experience the Original Classic

For those who want to experience the first incarnation of *Citadels*, Windrider is also releasing *Citadels Classic*. It replicates the 2002 English-language version of *Citadels*, with eight characters, thirty districts, and the original illustrations. Ideal for both collectors and gamers on a budget, *Citadels Classic* is portable, accessible, and timeless. *Citadels* and *Citadels Classic* will both arrive in the third quarter of 2016.



Citadels Classic | WR01 | \$12.99
Citadels | WR02 | \$29.99

windrider.com

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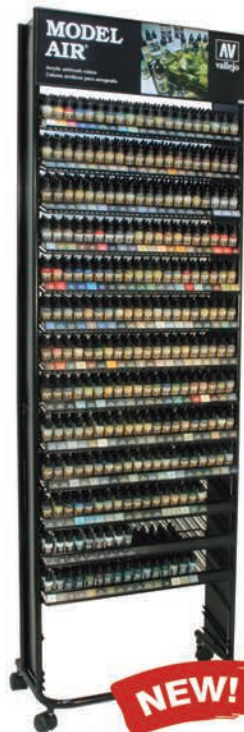
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Lotus



LOTUS

RGS 00527 \$30.00 | Available September 2016!

If you were waiting in line to board a flight at the Phoenix International Airport in October 2014, you may have overheard a heated argument that sounded something like this:

"If you do that, the butterflies are useless!"

"Well, we've got to do something. Right now they are just way too powerful."

"The butterflies need to have power!"

After receiving strange looks from other passengers, my husband and I realized we were getting a bit too loud in our debate, and then it occurred to us how ridiculous we must have sounded, fighting over butterflies. We laughed on the way to our seats, then picked our conversation back up in much lower voices. More than a year later, we came to an agreement on the final rules for our game, *Lotus*.

The game idea started with a unique card-laying mechanic used for set collection. In *Lotus*, each card represents a flower petal and is placed on other like petals in a spiral pattern to complete a flower. Once completed, the player who laid the last petal card gets to "pick the flower from the garden" and keep the petal cards as points. The flowers range in size from requiring only three cards to be completed, up to seven cards. Each card has an outline in the bottom right corner to show the player the exact angle in which the next petal card should be placed, based on the flower size. For example, a four-petal flower has a perfect 90-degree angle so that when the fourth card is played, the spiral is closed and the flower is complete. Conversely, to fit seven cards on one flower, a much wider angle is used so there is much more overlap between each petal card. The mechanic naturally serves as a visual indicator of each flower's progress to completion. Not to mention it makes for a beautiful tabletop as players grow flowers during the game.

Enter the butterflies. The next key component developed for *Lotus* was an area-control mechanism. Each player chooses a set of Insect Guardians (either butterflies, ladybugs, caterpillars, or dragonflies) to represent them during the game. Players strategically place the wooden insects on flowers growing in the *Lotus* garden, aiming to have the majority on a flower at the time it is completed. New flowers are frequently sprouting up in place of picked flowers, so the options for taking control are constantly changing, which creates some exciting choices for players to make.

One of the most enjoyable aspects of designing *Lotus* was choosing the special powers players could earn. The three powers we selected seem simple and intuitive to the game now, but in development we tested countless combinations of different powers to end up with these three. Sometimes designing for simplicity can be incredibly complex.

Special powers include:

- **Elder Guardian:** Gain a special Insect Guardian worth 2x control.
- **Enlightened Path:** Hold an extra petal card in your hand every turn.
- **Infinite Growth:** No limit to number of petal cards played on a single flower.



Earning a single power can greatly contribute to a player's strategy. Earning multiple powers can create interesting pairings for even more game-play value to the player. For example, the ability to use an Elder Guardian for a two-point swing on control can be even more beneficial if the player can play unlimited cards on a flower, as it may help them to take control and complete a flower in a single turn.

In early play-testing of *Lotus*, we noticed that most players placed a greater focus on moving Insect Guardians, and would reserve playing Petal Cards until they could complete a flower for victory points. (Some might say the butterflies had too much power in this iteration of the game!) I imagine this is often the challenge with competitive set collection in game play; it can be tempting for a player to hold onto his cards long enough to privately collect the full set, then play them in fast succession before others have time to complete it first. One of the ways we addressed this in *Lotus* was by changing the format of the Petal Cards. Instead of having a shared deck of Petal Cards, we assigned each player their own deck of Petal Cards that include one or two stamps of their Insect Guardians (adding inherent control of the flower each time a petal is played). This change was the balance the game needed between incentivizing players to grow incomplete flowers and to move Insect Guardians for control.

So our heated debate at the airport those many months ago can finally be put to rest. And have no doubt, the butterflies in *Lotus* (as well as the caterpillars, ladybugs, and dragonflies) have just the right amount of power.

...

Jordan and Mandy Goddard are a husband/wife game design duo. What started as a love for playing games together led to a passion for game design. They self-published their first game together in 2014 and started working on *Lotus* for Renegade in 2015.



Lotus

a game by Jordan & Mandy

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How Does Your Garden Grow?
SEPTEMBER 2016

www.renegadegames.com



GUADALCANAL



CONFLICT OF HEROES: GUADALCANAL

PSI AYG5014 \$80.00 | Available Now!

I've always had an interest in WWII. My grandfather flew B-25 bombers over Italy in 1945, making the retreat as tedious and troublesome as possible. My great uncle, grandfather's brother, was a soldier in Patton's army, fighting his way through Sicily, Italy (Anzio), and onward to the infamous Eagle's Nest.

I dedicate this review to their memory.

FAN BOY

Let's make one thing clear; I am an Academy Games fan boy. Wait. Don't run away screaming "bias" just yet. If you think about it, becoming a fan doesn't happen overnight. My love of the *Conflict of Heroes* (COH) games is based on its intuitive combat system, superbly-written rule books, the impressive modeling of unit reactions and statuses, and the ongoing support and improvement for the entire COH line, including a solo expansion, a card-based firefight generator, and a *Wrecks & Destruction* pack for amping up the realism of your tank battles.

Given that *Guadalcanal* is the latest installment, I'll focus mainly on the aspects that set this edition apart from the others. If you are new to the system, don't fret. In fact, rejoice! COH is a system you must play, and I'm a bit jealous you get to experience it for the first time. I believe any COH game would be a fine place to begin. If you are new to the system or just wondering about what's new in *Guadalcanal*, please read on. I hope that you find it to be as exciting an addition as I did.

NEW TERRAIN AND MAPS

Anyone who knows anything about the battles that raged in the Pacific during WWII knows that combat and battlefield conditions were vastly different from those across the Atlantic. U.S. Marines clashed with the relentless Japanese army in environments best suited for animals and insects than actual human beings.

Gone are the vast open expanses of Russia and Poland found in *COH: Awakening the Bear* and *COH: Field of Honor*. They've been replaced by heavy and light jungle, groves of palm trees, stretches of dense Kunai grass, coastal beaches and rivers, and smatterings of huts and villages tucked among snaking hills and valleys.

One of the most interesting new terrain types is the Palm Grove. A unit in a Palm Grove hex receives a +1 defensive modifier, but if line of sight (LOS) can be traced through an additional Palm Grove (in other words, you're

sitting in the second of two Palm Grove hexes) you receive an additional +1, bringing your defensive modifier to +2. Beyond that, LOS is blocked.

A new addition to the terrain in COH: *Guadalcanal* are the elevation indicators. These are small triangles inside elevation hexes and range from one to three. These are a welcome add, and essentially eliminate any ambiguities while determining LOS from hill hexes.

Another new terrain type is Dense Jungle. The game models the difficulty of slogging through this terrain by requiring units to pay an additional two Action Points to enter. The consolation is that units in Dense Jungle receive a +3 modifier to their defense. Trench foot and dengue fever aside, you'll be tempted to stay awhile when taking up a commanding position inside a jungle hex.

Finally, a number of terrain "overlays" of varying sizes and types are included in *Guadalcanal* to allow for an endless variety of new boards.

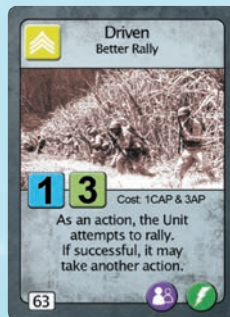
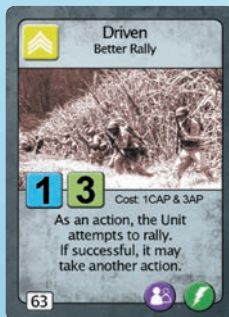
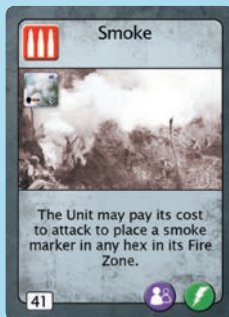
THE WAY OF THE WARRIOR

It would be easy to create new maps, counters, and scenarios and call it a day, but in order to succeed in bringing the battle for Guadalcanal to life, the unique way in which the Japanese soldier fought and died must be part of the design. The lead designers, Gunter and Uwe Eickert, and Dean Halley, brought these facets to reality with the addition of the *Bushido* system. In previous COH games, each side loses Command Action Points (CAPS) as units are lost, adjusting the CAP track accordingly. This is still true for the Marines in *Guadalcanal*, but the Japanese are not subject to this rule.

Instead, modeling the complex set of Japanese values stressing honor and loyalty, the Japanese generate and lose Bushido Points (BPs) in ways specific to each scenario. These BPs translate directly into the gain and loss of CAPs for the Japanese player. Often these BPs are generated by eliminating U.S. Units, but additional, creative BP gains and losses are found in the scenarios.

For example, in the firefight called "Break Out," Japanese gain a BP each time they successfully rally. In "Edson's Lucky Raid," a BP is gained for each unit that remains hidden at the end of a round, and in "Goettge's Retribution," close combat and assaults are valued, awarding a BP for each U.S. unit eliminated in this way.

In practice, *Bushido* adds a layer of depth and strategy beyond the standard scenario objectives. It's not enough to just "survive" and reach an objective. To be



successful as the Japanese, it's important to be fully aware of how to generate your BPs, which have been cleverly crafted as a thematic reflection of the motivating factors and combat doctrine in each scenario.

WHY WON'T THEY DIE?

The Japanese units were further fleshed out with the addition of "No Hit" counters added to the pool of hit markers. These are a terrifying new addition for the Marine player. Each scenario specifies how many "No Hit" counters to add — up to five — and playing with these incentivizes the Japanese player to act in a more historical manner.



"The Japanese mix of fanatical fighting and overconfidence caused them to take heavy losses and resulted in unpredictable outcomes from combat with the Americans." — Designer Notes

The Japanese player, knowing that the likelihood of drawing a "No Hit" counter is a reasonable outcome, may feel more inclined to run head first toward the Marines. This fact can't be overstated.

What continues to enamor me about the COH system is how the designers manage to coax historical actions and reactions through the design of the system itself. A guy from Wisconsin, in the role of a Japanese infantry unit, feels — *really* feels — that charging at the enemy may be a good idea. Now that's a stellar accomplishment in game design.

This design flows through to the hit counters themselves. For example, a Marine unit pulling a Suppressed result increases the cost to fire by one, and decreases combat effectiveness by two. Now you can still fire if you want, but the counter compels you to act in a manner consistent with the type of hit you received.

Similarly, a Japanese unit pulling a "Berserk" result will be required to attack via Close Assault, if at all. The unit's cost to attack is reduced by one, and its defensive ratings are increased. Of course, you could keep the unit back and rally, which is how you remove a hit, but once again, the system itself nudges you in the direction of embracing your inner Japanese warrior.

There's just no way I'm going to pass up the opportunity to charge at my enemy with a "Berserk" counter, and the "No Hit" counters only sweeten the deal. *Banzai!!*

CONFLICT OF HEROES GUADALCANAL REVIEWED — FINAL THOUGHTS

The COH line continues to build on its solid, easy-to-learn system with a batch of challenging new scenarios and rules in *Guadalcanal*.

While I do enjoy the epic tank battles on the Eastern Front, the tense, close, unforgiving terrain and infantry heavy combat of *Guadalcanal* will hold my interest for a long time to come. The great thing about this game is that it really feels different from the others, as it should be. I regard that to be a considerable accomplishment.

...

Scott Bogen is a website designer, podcaster and owner of The Board Game Show (www.theboardgameshow.com). He has been playing all types of board games and role-playing games since the 1970's. Scott looks forward to his annual trek to GenCon where he spends much of his time in the exhibit hall, as well as playing epic miniatures games, "because battles like that just don't happen at home."



B	A	R	S	W	L	I	C	Ess	Mag
4	4	4	3	6	6	6	6	6	10

Armor: 9

Physical Initiative: 10 + 1 D6

Skills: Arcana 8, Assensing 7, Astral Combat 6, Athletics skill group 3, Blades 3 (Swords +2), Computer 3, Con 5, Conjuring skill group 8, Enchanting skill group 5, Etiquette 7 (Elven +2), First Aid 4, Forgery 5, Intimidation 5, Locksmith 4, Negotiation 6, Outdoors skill group 4, Perception 6, Pistols 4, Sorcery skill group 9, Stealth skill group 6

Qualities: Astral Chameleon, Focused Concentration (4), Poor Link, Privileged Family Name

Initiate Grade: 6 (ally conjuration, centering, danger sense, flexible signature, masking, shielding)

Spells: Functionally all, but favoring Detection, Illusion, and Manipulation

Gear: Synergist Business Suit, The Ring of Truth (Force 6 Power Focus, among other abilities), a physical replica of The Ring of Truth (Force 4 Spellcasting: Illusion Focus), an assortment of magical trinkets

STEWARD OF THE COURT

There are not, as a rule, a great many mortals who have been invited to live safely among the fae. Fewer still were corporate attorneys. There has only ever been a single Saito. Fiona Saito, who bears the Blue and the Gold and stands at the right hand of the Queen herself, is a remarkable exception.

Only a few short years ago, she was a mystic adept on the material plane, a hermetic of some small ability, a follower of the path of Stewards, and a young judge living comfortably in Dublin thanks initially to the patronage of Renraku *Éireann-Tír*. Born of mixed parents and straight into the corporate life, she was a remarkable student, a hard worker, a burgeoning poet, a talented calligraphist, and a regional champion Judoka. Fiona was also brilliant in the courtroom. Compromise was her forte, balance was her passion, negotiation her true martial art. Blessed with a silver tongue that matched her golden mind, she made enough of a name for herself that her parent company granted her some leeway, allowing her to work privately on the side. Eventually, she made enough of a name for herself that she worked



Arts of the Craft

by CZ Wright

"The job is quite simple. Marlow Manor will be undergoing a cleansing ceremony tonight. Your job is to travel throughout the manor and make sure all the windows and doors are secured, and that all the residents and staff have left. The pollen we use for the cleansing proves quite an irritant to astral beings, but can also harm physical beings—nosebleeds, migraine headaches, eye bleeding—nothing too serious, but if we don't have to deal with the complaints, I'd rather not."

The steward set the temples of his tiny wire-frame spectacles against the shaven sides of his undercut. He wrapped the ends around his protruding ears and pushed the bridge down above the bulbous end of his long, thin nose. He peered at me. "I trust you'll have no problems with this task?"

"No problems." I hoped I managed to keep any sign of irritation out of my voice.

"Good." The steward turned his craggy face toward the scrolls on the desk before him. "We will pay you upon completion. Report back to this office tomorrow morning, and you'll receive your pay."

Damn this place. Was I dismissed? And if so, was I supposed to bow, address him, curtsy, or what? I hesitated, glancing over the office, the steward, and his desk. For a steward of the Magician faction, however minor I had heard his influence might be, he kept a decidedly unkempt desk. But, knowing the Seelie Court as I did, the state of his desk could mean anything. It could be a veiled protestation of some working condition, a message to any who approached that he was so important he couldn't be bothered to clean up, or maybe just an indication that he was a pig.

After a year stuck among the fae, I would have expected to have gained some talent for understanding



of her day-to-day meetings and decisions. The more her people concern themselves with theoretical ideologies and philosophies, the greater the opportunity she has to identify the true threats to her crown.

To date, the Seelie Court has identified ten unique factions active today. Only time will tell if more will be exposed, or if the existing factions will survive long enough to influence matters of the Court.

SHADOWRUN RPG: COURT OF SHADOWS HARDCOVER

PSI CAT27009 \$49.99 | Available August 2016!



Aes Sidhe Banrigh

"There is only one Queen, and She watches over all. You may not think She's dangerous, but never forget whose side She is on."

Nickname(s): Daughters of the Wind, Breeders (Vulgar), Sisters (or Brothers), Wind-Charmers, Sun-Chasers (Vulgar)

Motto: We sow the seeds of hope, planted in the past, that will bear fruit for our future.

Token (or Symbol): Pomegranate, Wheat, Hyacinth. The hyacinth has been adopted as a show of support for Lady Brane Deigh and, as such, is the most commonly found symbol in Court. Its presentation and color hold significant meaning for the viewer, above and beyond any professed loyalty for the sitting ruler. White, for example, means a faerie has forsaken having his/her own children in order to adopt orphans of the Court. These "orphans" might be unsponsored courtiers

Playing in the Seelie Court

Court of Shadows uses *Shadowrun, Fifth Edition* rules, but the different aspects of this setting require some adjustments to those rules. Below are some changes and additions to the rules that can allow players to fully dive into the unique aspects of this alternative setting.

The Intrigue of the Court

Capturing the secrets and intrigue of the Court is an important part of playing a game using this book, so here are some basics on how the Court functions and the rules—written and unwritten—that govern its functions.

THE FOUR LAWS OF THE COURT

While newcomers and outsiders may perceive the Seelie Court as little more than a bewildering and ever-shifting state of chaos, with no rhyme or reason beyond the fashions of the current season, in fact there are some rules that remain constant. This is not to say that they are always respected, of course, but those who choose to flaunt them do so at their own peril.

Never Go Armed

Coming visibly armed to a party or other Court function is a sign of disrespect, implying that you do not believe the host can protect you. Either that or it serves as a challenge, implying that you do not feel the host is capable of disarming you, and what's more is too scared of you to do anything about it. Naturally, neither of these possibilities is likely to make a good impression. Note that this applies to aggressive magic as well as literal weapons; being decked out in obvious combat enchantments or bearing potent offensive artifacts is just as uncouth as showing up with a sword on your hip. Subtle weapons are fine, of course, leading to all manner

of court fashions designed to disguise various lethal spells and implements. Bodyguards are acceptable as well, though bringing too many and/or insisting on keeping them close at hand sends its own message. In the end, though, none dispute that openly wearing personal weapons is a breach of etiquette.

The only exception to this rule are so-called *gear* or "sharp" parties, where showing off new weapons and combat magic is the express purpose of the event.

Never Cut Directly

Insults, threats, blackmail, gossip, and other forms of social violence are the bread and butter of the Court, of course, but nevertheless it is considered the height of vulgarity to be direct in such matters. A Seelie rake would never say "Your dress is cheap and unfashionable," for instance—that's too simple, too obvious. Instead, she might say something like: "I loved your dress when it came out last year; my maid raves about hers." The insults are still there, of course, and it's not likely anyone listening will fail to catch them, but they remain couched in polite, even deniable language. As a rule of thumb, the first person to resort to a direct insult or threat is considered to have lost the confrontation, as it means they were unable to keep up in the battle of sharp wits and careful phrasing so crucial to court life.

The only exception to this rule is a challenge to a formal duel, which custom dictates must be as clear and direct as possible to avoid potential confusion.

There Is No Blood

At first glance, this seems to be a direction to show no weakness; while that's still good advice, this maxim goes beyond that. Supposedly based on a real incident where a Seelie prince entered a ball coated in a rival's blood after winning a duel yet did not acknowledge

TRICKS OF THE GAME TRADE

by Jon Leitheusser



STARTING A NEW CAMPAIGN, PART 2

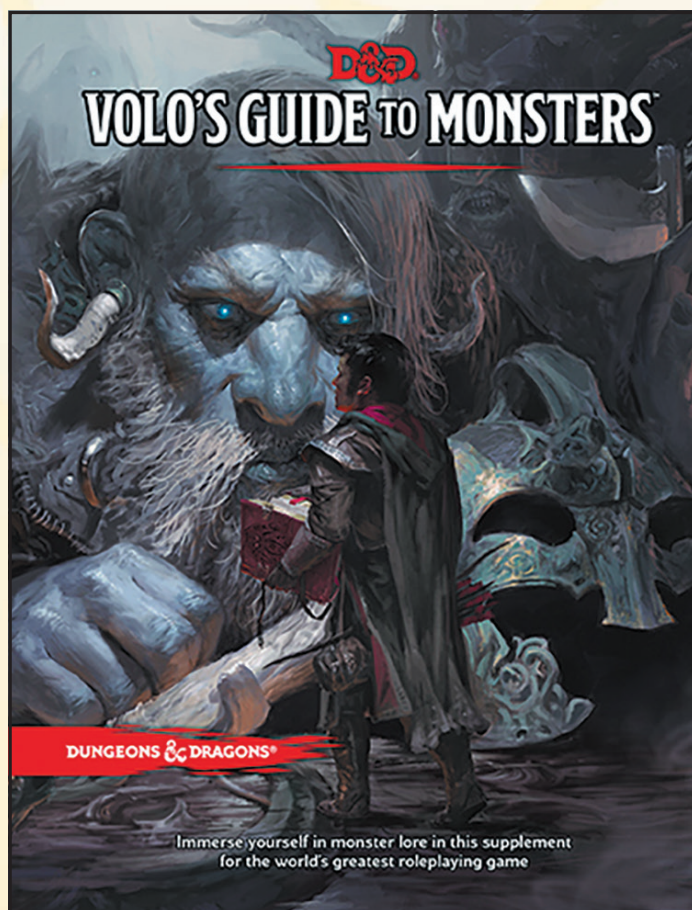
Last month, we covered a number of tips regarding how to get started running a new roleplaying game. Not the typical answers to “What is a roleplaying game?,” but practical answers for prospective gamemasters interested in how to actually get a game started. The topics we covered were:

- #1. Now's a great time to get started because of all the awesome games and adventures out there.
- #2. Sit in on a game to see how it's played, especially if you're new to the hobby.
- #3. Invite friends that you think might be interested in playing.
- #4. Use email ahead of time to find out what people would like to play and to pitch your ideas to each other.
- #5. Have a place to play, so you can all show up and get started without worrying about the logistics at the last minute.
- #6. Test the tech ahead of time if you're playing online instead of in-person, that way you don't spend a bunch of time troubleshooting technical problems.

We continue this month with tips on what to have and do when you and your friends sit down to play. These tips cover a lot of ground on a number of different topics, but they should all help you get your game off to a successful start! We begin with tip #7:

#7. HAVE BOOKS, CHARACTER SHEETS, PENCILS, AND DICE READY

When you sit down at the table, whether you're the gamemaster or a player, have everything you need at the ready. At the least, have paper, pencils, and dice. If you can, also have a character sheet and a rulebook for the game you're playing. Being prepared helps everyone at the table have more fun because no one has to accommodate your lack of preparedness and you can answer your own questions because you have a book in front of you. If you can't afford a book of your own, be considerate when asking for help or to borrow a book from your friends.



#8. SET EXPECTATIONS

This one's for the gamemaster. When you get everyone together, make sure to have a solid idea of what you're going to do and what you want the game to “feel” like — then, explain that to the players. If you're running a gritty game, inform the players in advance while also providing details. For example, “In this game you'll all be playing characters from the lower classes who have spent their time on the mean streets. You'll be drawn into the adventure when you investigate some of your friends who have gone missing and hear rumors of slavers active in town.” That's a short couple of sentences that gives the players a good idea of the sorts of characters they should play. As always, work with the players to help them create characters that will be both effective in the game and interesting to them.

Your description of what you're going to run can also include something about the style of the game. ‘Style’ in this case means such things as: a *sandbox* game, in which you introduce the characters to a location and let them find adventures to pursue themselves; an *adventure* game, in which you have a specific adventure or series of adventures in mind which the players follow from one event to the next until they complete the story; or *character driven* game, in which the players decide what they want to do based on their characters' backgrounds and personalities, creating all the conflict and drama themselves, with no need for traditional adventures or plot hooks.

By setting players expectations up front, you give them the information they need to come up with appropriate characters.

#9. COMMIT TO YOUR JOB AS THE GAMEMASTER

Being the gamemaster is work. It's also fun. You get to tell stories with your friends and you all have a good time. Since you've decided to be the gamemaster, commit to it. Read the rules, be ready to help your players when questions arise, plan out or read through

the adventure you're running so you're familiar enough with it to keep the story moving forward. As stated earlier, it's work and you will have more fun at the table if you're prepared ahead of time. If you can commit to running a game once a week, great, do that. If you feel you need more time to be prepared, then offer to run every couple of weeks or once a month, but make sure you're ready when the time comes to run the best, most fun game you can.

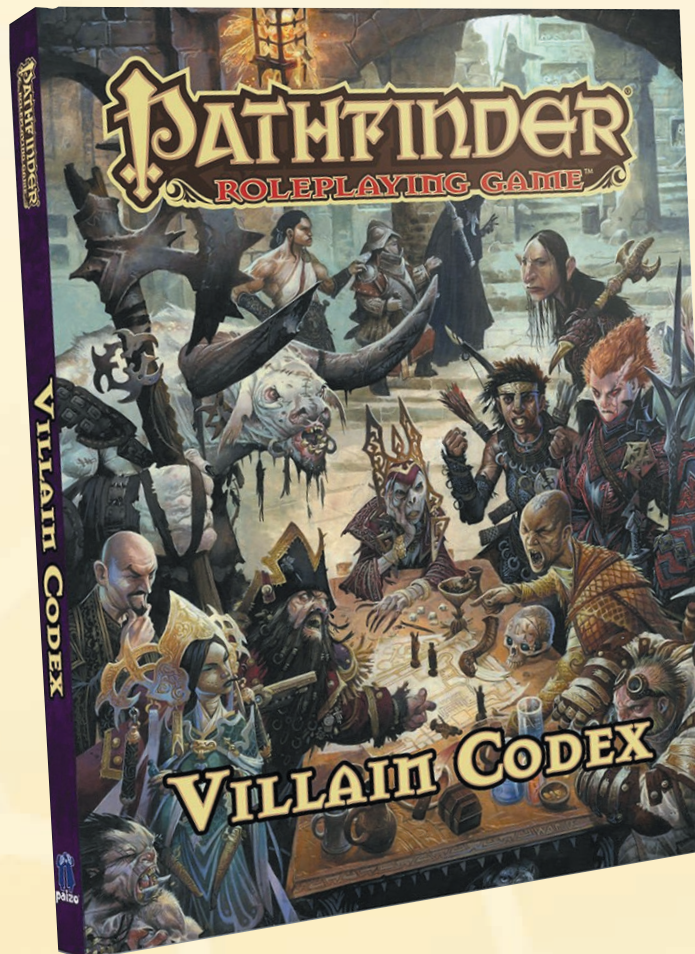
When you're the game-master, you hold a lot of power, but you also have a lot of responsibility. This is especially true when you're at the table running a game. You have to play all the NPCs, describe the environment, know the rules, and run encounters, but you also need to be aware of what's happening at the table. It's your job to make sure you're treating all the players fairly, that you're giving everyone time to shine, reward players for thinking creatively, encourage players to add details to the world or their character, be consistent with how you apply rules, and admit your mistakes when you make them—and if it's not too late, change what happened as a result of your mistake. Finally, pay attention to the clock. You don't want to start a big fight when there's only 15-minutes left before the end of the session.

#10. COMMIT TO YOUR JOB AS A PLAYER

Being the player is work. It's also fun. (Hmm, this sounds familiar.) And yes, you need to commit to being a player. Or rather, you need to commit to being a good player. Show up on time, know the rules (to some extent), have your character sheet with you, pencils, dice, rulebooks ... everything you need to play the game. Once you're playing, don't be disruptive. Yes, you want to have fun and people will naturally tell jokes and get a little goofy, but know when to turn off the spigot. Everyone is there to play a game, so make that the focus of your attention. Stay off your phone, don't play games on your laptop, instead listen to what the gamemaster and the other players are saying and contribute when appropriate. Just like the gamemaster, your role as a player is to make sure everyone has fun—it's not to make sure you have fun. If you're having fun and no one else at the table is, you're ruining the game. Don't do that.

#11. GET THE BOOKS YOU NEED

Another big part of being the gamemaster is having resources available to help you run the game. At the minimum those include



the base rulebooks for the game you're running. You can do a lot with a small number of books, but if something looks interesting then read up on it online or go to your game store and check it out. Once you know you'll get value out of the book, buy it! The best gaming books will inspire good ideas and provide you with rules or information you need.

For example, if you're running a game that involves slavers (such as the one mentioned in tip #8, above), the new *Villain Codex* for the *Pathfinder RPG* would be a great option because it includes information on a group of slavers including its structure, plot hooks, premade encounters, and more.

Another example is *Volo's Guide to Monsters* for *D&D*. It offers new monsters to keep your players off their guard and provides more information on other monsters that you can draw inspiration from for your games.

These books contain exactly the sort of information that gamemasters need. They will give you ideas to help flesh out your plots and provide monsters and encounters so you don't have to

come up with them on your own. That sort of thing saves a lot of time and makes for better stories.

TIME TO PLAY!

You're at the table and prepared to run (or play) your game. You've read through the adventure and have all the books and dice you need to get the game going. Now is the time when you put all the tips offered here into action. You might be a bit nervous, but remember, everyone is there to have a good time, so relax and ease into things. Then join us next month for more tricks of the tabletop!

...



Jon Leitheusser is a writer, editor, and game developer. He published the Dork Tower comic book, was the HeroClix game designer for years, was a content designer for Champions Online and Neverwinter, has been the Mutants & Masterminds game developer for Green Ronin since 2008, and freelances for a number of different companies. He cut his gaming teeth on Advanced Dungeons & Dragons and still games twice a week with his friends online or in person. He lives in Renton, Washington with his wife and a mean cat.

MYSTIC VALE (AEG 5861)

From Alderac Entertainment Group, reviewed by Eric Steiger and Rob Herman

 14 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$44.99

You remember that feeling you got when you first started playing *Dominion*, when you realized you could customize your deck to play the way you wanted, and that you would win by being the best one at doing that? If you miss that feeling and want it back, then *run*, don't walk, to get *Mystic Vale*. Card-crafting is the new deckbuilding.

The premise is fantastically innovative, but utterly simple: transparent plastic cards that you overlay into the (sleeved) cards in your deck. Your deck always has the same 20 cards you start with...but you physically modify them over the course of the game by *upgrading* them. The advantage to this over a deckbuilder is that you create your awesome game-breaking combos on *the same card*. Add in a simple push-your-luck element and some really gorgeous art, and you've got the makings of a hit that is both approachable to casual players and rewards strategic planning.

Before your turn begins, you will have revealed enough cards from your deck to have three decay symbols face up in front of you (– two in play, and one on top of your deck). At the beginning of your turn, you can choose to play your on-deck card and reveal a new one off the top, but if it shows a 4th decay symbol, you go bust ("spoiling"). You can keep pushing as long as you haven't spoiled, but if you do, you lose all of your card effects and opportunity to buy anything that turn. It isn't all bad, though – you get a consolation prize, and strategic spoiling is meant to be a necessary part of the game.



Like most deckbuilders, *Mystic Vale* is about building an engine, and knowing when the right time is to stop acquiring additional resources and start generating VP. But the customization of the card-crafting system means there are numerous paths to doing that. You could create combo-riffic individual cards, relying on them to fire powerfully and generate lots of VP at once. You could focus on getting spirit symbols to buy more Vale cards. You could collect lots of growth icons to let you go longer without spoiling, cycling through your deck more quickly and allowing your power cards to show up more often. Or you could find a balance among multiple strategies.

Mystic Vale isn't for everybody; like the basic set of *Dominion* before it, pretty much all of the player

interaction is beating your opponent to the cards you both want. If you want a game where you can attack other players and affect their play directly, you'll have to look somewhere else – but don't look too far: the last page of the rulebook is a full-page ad for the next card-crafting game, *Edge of Darkness*, which promises to have a lot more player interaction. According to publisher AEG, *Edge of Darkness* was designer John Clair's first design, but they wanted something more approachable and reminiscent of *Dominion* as the first card-crafting game. It looks like they've succeeded.

The little production details also really help. The box insert is designed to accommodate the game and the first two expansions (Expansion 1, "Vale of Magic" is already in pre-production). It comes with a pack of 100 high-quality sleeves for the player decks, which leaves 20 extra in case of rips (player decks must be sleeved so you can add advancements to cards), but isn't enough to sleeve the Vale cards. However, any tarot-size (70x120mm) sleeves will do for them. And, the card art may be the best I've ever seen! Despite being "just scenery", the fantasy landscapes and vistas on the Vale cards can only be described as epic.

Your first game will take over 90-minutes, including setup and cleanup time (unsleeving and re-sorting the advancements is a pain the first time, but gets much faster with practice); once everybody is familiar with the game, you can expect it to be around an hour. And you will want to get familiar with this game.

...

Eric and Rob are your friends, and friends wouldn't let you play bad games.



If you haven't spoiled, then you get to use your cards' abilities and the mana symbols on them to buy advancements that you'll slot into the cards in play to make them better. Your advancements can be worth victory points at the end of the game, or give you VP every time you play that card. They could have growth icons, which negate decay and make it harder for you to spoil. They could let you slim down your deck. They could give you additional mana, or have spirit symbols on them. Spirit symbols are the other form of currency in *Mystic Vale*, and they allow you to buy Vale cards. Vale cards stay in play in front of you, and give you a permanent bonus, or additional VP at the end of the game.

ROYALS



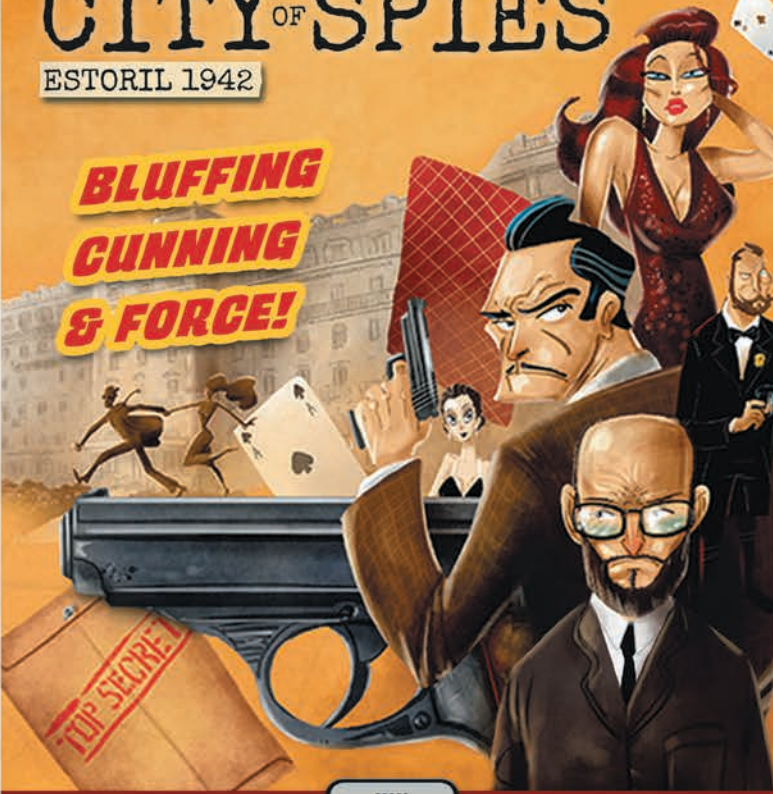
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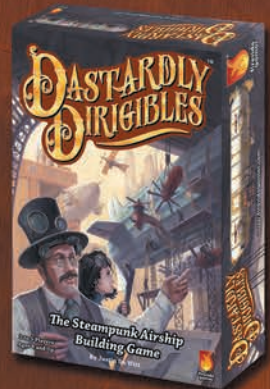
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DARK TALES (DVG 9223)

From dv Giochi, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



14 & Up



2 - 4 Players



30 Minutes



\$22.90

If you are looking for a game you can pick up, learn, and play within a few minutes – this is the one! This game supports 2-4 players, but only the two of us played. *Dark Tales* is the base game, but there are also expansions you can add on like *Snow White* and *Little Red Riding Hood*.

WAS THIS GAME EASY TO LEARN?

The game comes with a very well laid out rulebook of only six-pages, with lots of examples and diagrams. In many games we play, we wind up going back to the rulebook the first few times, but not with this one. Playing one round with the rules is all we needed and we were off playing!

HOW IS IT PLAYED?

Setup is very simple:

- There are different item tokens you put aside: Gold coins, swords, armor, magic wands, and victory point tokens in different denominations. Each player starts with none of these items; they are collected throughout game play.
- 48 playing cards are shuffled and each player is dealt a hand of three to start. Before dealing the cards, you take out one "Night" card. That card is placed next to the draw pile to indicate it is nighttime. During the course of play, if a player has a Day or Night card they can change it. Depending on whether it is day or night, this may cause other cards in play to act differently. For example, at one point Phil had a card that allowed him to take two victory points at the end of each turn if it was still night (good card to have!)
- There are three "settings" cards labeled "A" and three labeled "B" – both of these sets are shuffled, a random card from 'A' and another from 'B' are picked, and these are used for the entire game. The others are out of play. The 'A' setting card details different actions you can do as part of your turn, the 'B' setting card shows how you will score points at the end of the game. This is cool as you could be playing differently each time based on the settings cards selected.

Each player's turn consists of three steps:

1. Take a card from the draw pile to add to your hand – this is pretty self-explanatory
2. Do an action from the Settings 'A' card (this is optional). You may not be able to do anything on your first couple of turns. The Settings 'A' card granted us options like: Discard a sword and a villain and gain three victory points, or discard an armor for the ability to take the top card off the discard pile to reuse. On your first turn you do not have anything to trade in, so this action is impossible. Eventually, you will have cards with the ability from the settings card that can be very useful during the turn.
3. Play a card from your hand. Cards in your hand are either male or female characters, villains, places, or events. Each card has instructions on what action is taken, any victory points earned from playing it, and what to do with it after you have played it. An example would be a card called the 'Gypsy' which makes everyone show their hand. If there are any Place cards, the player utilizing the Gypsy gains a victory point for each one. If there are any other Gypsy cards in the other players' hands, they can draw another card into their hand. There is one of



three things you can do with a card after you use it, as indicated on the card:

- a. Discard it
 - b. Place it in front of you – in this case it's because it may have a continuous value, like when Phil played the card that allowed two VP at the end of each turn as long as it is night
 - c. It's placed into what is called the 'common area'. When cards are in the common area, they are used by both players to determine outcomes of other cards. For example, you may have a card that says "Take two VP for every 'Place' card in play" – you would look to the common area to see how many place cards are in play.
4. When the draw pile runs out you continue to play without drawing cards. As soon as a player begins their turn with no cards in their hand, the game ends.
 5. Each player counts their victory points, and adds any additional VP based on the settings 'B' card. For example, on our 'B' card, every armor and sword pair that you have counts as three gold. Based on how many gold pieces you have, you get a certain number of victory points as indicated.

In our first game Phil won with 95 victory points, where Jane only had 72.

HOW WAS THE TIMING OF THE GAME?

This game only took us about 45-minutes to play the first time, but we can see it going even faster now that we know how to play. The day we wrote this review, we were departing for a 5-day vacation – and you can bet that we took *Dark Tales* along with us!

If you are looking for more game reviews for two players, subscribe to our show on YouTube – Table for Two Show – you can also find us on Facebook under "Table for Two Show" and @tablefortwoshow on Twitter!

...

Jane and Phil love gaming, are best friends, and got married nine years ago after meeting at a software conference at Disneyworld!



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WORLD'S FAIR 1893 (RGS 00529)

From Renegade Game Studio, reviewed by John Kaufeld

 10 & Up	 2 - 4 Players
 30 - 40 Minutes	 \$39.99

Oh, to have seen the World's Columbian Exposition of 1893! Today, we remember it as the Chicago World's Fair — a place where the world (quite literally) came together to show and share their culture, cuisine, and more.

Even though only a couple of original locations remain today (including the Museum of Science and Industry, which was the Palace of Fine Arts - there's a photo of it in the rules on page 8), you can bring the fair to life on your tabletop with *World's Fair 1893* from Renegade Game Studios.

Spoiler alert: You're going to have a great time!

Let's dive into five fascinating things you should know about *World's Fair 1893*.

EXHIBITS, TICKETS, AND INFLUENCERS

The game includes one deck of cards containing a mixture of three card types. First, you'll find 40 main Exhibit cards. These cards display historically accurate art and descriptions of actual exhibits in the fair. They're color-coded according to their area (more about that in a moment).

Next are the purple Midway tickets. Each of these cards offers information about one of the many strange and wonderful amusements on the mile-long Midway Plaisance, as it was called back then. (Incidentally, this is why we call the amusement area at a fair the "midway.")

A set of 23 influential figures cards rounds out the deck. These represent the historical people who drove various parts of the fair, including Daniel Burnham (the fair's master designer), Bertha Palmer (president of the fair's Board of Lady Managers), and George Westinghouse (whose company won the bid to light the fair with alternating current).

SETTING UP THE FAIR

The game's modular board layout gives it the perfect amount of customization and randomization to keep things fresh for many plays to come. Begin the setup by placing that new-fangled Ferris Wheel in the middle of the table, then slide the little wedge piece into the top.

Pay attention to the "number of player" markings on both the wheel and the wedge, otherwise the game will either run too fast or too slow. Likewise, if you have either two or four players, read the special setup details in the rules carefully.

Next, shuffle and place the five area tiles around the Ferris Wheel section. These represent the main areas of the fair, including manufacturing, fine arts, electricity, agriculture, and transportation.

WATCH YOUR TIME — AND TIMING

On your turn, place one of your colored cube markers in one area of the fair, then collect all of the cards in that area.

Exhibits come into play during the scoring phase at the end of the round, so for now just set them aside. Likewise, if you drew any influential figures, set them aside as well. They'll come into play on your next turn.

For every Midway ticket you get, move the gondola on the Ferris Wheel one spot. When the car gets all the way around the wheel, the round ends.

If you drew any influential figures in last turn's cards, play them now. The cards let you either add or move cubes on the board to hopefully give you the majority of cubes in a particular area. (more about that in a moment.)

Play continues until the gondola finishes its trip around the Ferris Wheel, signaling the end of the round. At that point, players earn coins for their Midway tickets and leader medals for having the majority of pieces in each exhibit area.

Exhibit area leaders also get to approve exhibits that match the area's color, collecting one approval token for each exhibit. Collecting sets of approval tokens (one from each area) gives you big bonus points at the end of the game.

INFLUENTIAL FIGURES MAKE A DIFFERENCE

Put those influential city leaders to work for you! If possible, keep a steady stream of influential figures rotating through your hand. They can make a huge difference in gaining control of areas because they basically let you play an extra cube this turn.

Pay special attention to Bertha Palmer. Her ability lets you move any cube — yours or an opponent's — between areas of the board. Do you need an edge for control of Fine Arts? No problem! Let Bertha send one of your opponent's cubes to Manufacturing.

Influential figures become increasingly important toward the end of the game, when you're trying to pick up any missing exhibit approval tokens.

HISTORY, HISTORY, HISTORY

I love the gameplay and the fascinating tension between placing a cube to get the cards you want versus building your control in an area, but the details built into *World's Fair 1893* really seal the deal for me.

The designers show their faithfulness to the actual world's fair in the cards, the Ferris Wheel mechanic, and even the historical notes in the rule book.

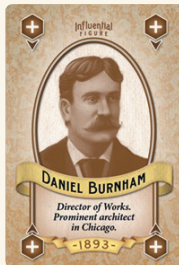
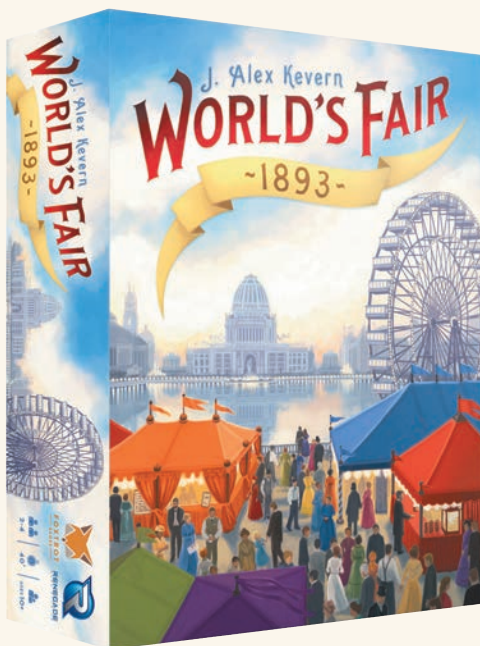
VERDICT

With its quick playing time, light strategy, strong replayability, and an engaging theme, *World's Fair 1893* will hit your table again and again. It also makes

a strong gateway title, easily introducing new players to the world of modern board games.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



ENCOUNTERS SHADOWRUN



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A PUSH-YOUR-LUCK DICE GAME

COSTA RICA (MFG 4140)

From Mayfair Games, reviewed by Rebecca Kaufeld

 8 & Up	 2 - 5 Players
 30 - 40 Minutes	 \$35.00

Welcome to the rainforest! In addition to viewing world-renown flora and fauna around every corner, visitors also have the chance to experience the incredible local wildlife. Toucans fly above the mountains, Capuchin monkeys swing from every forest tree, and Red-Eyed Stream Frogs croak melodies from the wetlands below; some species, like the Jaguar or Rhinoceros Beetle, are difficult to find, but great satisfaction awaits those brave enough to seek them...

GO EXPLORING!

Costa Rica is filled with animals of every shape and kind. In this game, players seek six different species, two from each environment on the island: from the coast, the majestic basilisk and red-eyed stream frog; from the mountains, the chestnut-mandibled toucan and jaguar; and from the forest, the capuchin monkey and rhinoceros beetle. Some species are friendly, but others don't always like hide-and-seek. Looking for animals is a difficult task, and not all of them like to be found...

Players begin with a team of six explorers, one for each corner of the hexagonal map. Together, these adventurers (one from every player) form an expedition, destined to explore Costa Rica from their corner of the world. Every player has the chance to become the expedition leader, choose a group of explorers, and set out into the unknown by flipping tiles to see the animal hiding underneath. Most of the time, exploring is a fairly safe business; however, this is Costa Rica, and things aren't always as they seem.

BE CAREFUL...

Sometimes, the dark shadows of an island hide threats to brave explorers. While most areas are safe to wander around, others contain threats -- mostly mosquitoes, but still potentially dangerous to the expedition. When players stumble upon the first threat, nothing really happens; it's all in a day's work for brave explorers. A second threat, however, usually frightens most of the crew, and will end the expedition for the turn.

Assuming everything goes as planned (without mishaps or experiencing any dangers) the expedition leaders are responsible for choosing which paths to take (and tiles to flip over). Every team member, though, is given the chance to collect the animal tiles they've found so far. For example, if the leader finds a jaguar, he or she is presented with a choice: take the tile now for scoring later, or leave it on the path.

If she chooses to accept it, it comes off the board and is added to her tile collection. The player's explorer from that expedition also comes off the board, having been successful in their search, and gameplay continues to the next player's turn. However, the leader also has the option to



pass on taking the tile. If this happens, the tile itself moves on to each other player in clockwise order. If no one volunteers to collect the jaguar tile, it stays on the path until someone decides to "leave" and return to camp.

Assuming play continues and the leader continues forging a new path, a collection of face-up tiles will appear in a trail wherever they've been. Further down the path, when a player finds an animal tile they like and accepts it, they collect the tile and their explorer as usual and start back to the camp. On the way back, however, the player picks up not only their chosen piece, but all of the face-up tiles on the path, and add all of the "found" animal tiles to their personal collection. The expedition pauses, and the next player becomes expedition leader.

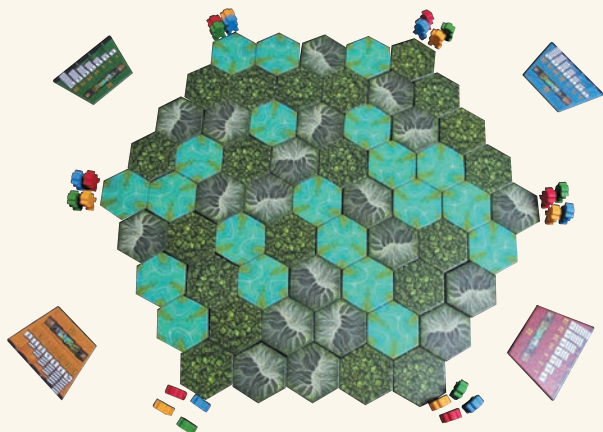
... AND SCORE!

When the whole island has been explored, players sort through their tiles for points. Families of tiles (all capuchins, all toucans, etc) score points depending on the number: one point for an individual tile, but three for two tiles, six for three tiles, etc. If an explorer happened to be lucky enough to collect at least one of each of the six animals, it creates a new set and scores an extra 20-points towards their final score.

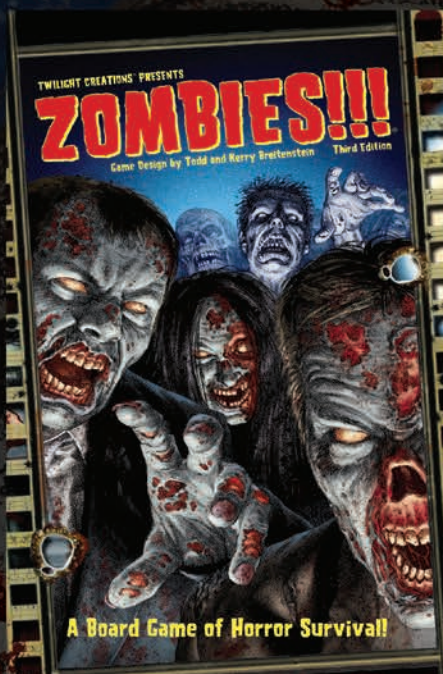
Costa Rica is a wonderful introductory game for any game night. It has the perfect mix of strategy and luck: just simple enough to be easy to understand, but certainly challenging for the most experienced strategist. Whether your group is filled with experienced gamers or new faces, Costa Rica is sure to delight and will be a welcome addition to your Mayfair collection.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more smiles than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



It All Started Here...



And Now It's Outta This World

Zombies!!! 14: Space Bites takes you out of this world, hopefully to live long and prosper. But this is no Hollywood script. Zombies plus a failing space station makes a happy ending highly unlikely...

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Requires the Zombies!!! core set (TLC 2010 or 2011) to play.



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DAWN OF THE ZEDS 3RD EDITION BOX (VPG ZEDS3BOX)

From Victory Point Games, reviewed by Thomas Riccardi

 13 & Up	 1 - 4 Players
 45 - 90 Minutes	 PI

The quiet town of Farmingdale was once a town that was a great place to visit and an even better place to live. That was before the news agencies started mentioning word of an outbreak that was infecting people throughout the country. The newscasters called it Zombie Epidemic Disease (or ZED, for short), and right now there are more and more showing up each day. Do you have what it takes to defend the town of Farmingdale and keep its citizens safe, or will you fall like the rest of civilization to the undead hordes? This is the premise of the 3rd Edition of *Dawn of the Zeds* from Victory Point Games.

First, I want to say that this game can be a bit daunting, with six (yes, *six*) rulebooks. But don't be intimidated! The reason for this depends on your style of play. For example, if you just want a fast and quick game, you can use the "No Brains" rulebook. If you want something a bit more substantial you can use the basic game rules or even graduate to the advanced rules. There are also books that cover various setups and epilogues, and there's also a comprehensive rulebook that has ALL of the rules. And, finally, there's the *Farmingdale Dossier* which comprehensively categorizes all of the units that are in the game so you won't have to dig through tons of material to find info on the unit you want.

The game is split into five sequences of play per turn, and the first has you drawing a card from the top of the Event deck. This

can bring good or bad news depending on the card that you draw, so it's completely random. What you're trying to do is to play down to a card where it says you have won the game. However, if one of the zombies manages to get into the Town Center, then all is lost and the town has become just another infected population center. Next, you control the Zeds that are advancing on the town. Each of these units follows a track and during each turn they can either enter into play or move one space on that track. Then, you can perform your actions on that phase by following how many actions are on the event card that you had drawn at the beginning of the turn. You can play event actions, player actions (such as moving, attacking, and foraging for ammo), or even character actions (special actions that your hero has and can be used if the qualifications are met).

Combat is handled via dice and consulting a table, whether it be through hand-to-hand or firearms. It all depends on how many units you have versus the amount of Zeds that are attacking. For example, if I have three units and there is only one Zed, I would look up on the table to see how many hits I incur and how many I inflict. If you inflict more hits than the counter has, it's removed from play and you are one step closer from ridding the world of the zombie plague. In the last phase, you are conducting housekeeping as you flip over the current event card and reset any of the action tokens that are in play, readying you for the next turn.

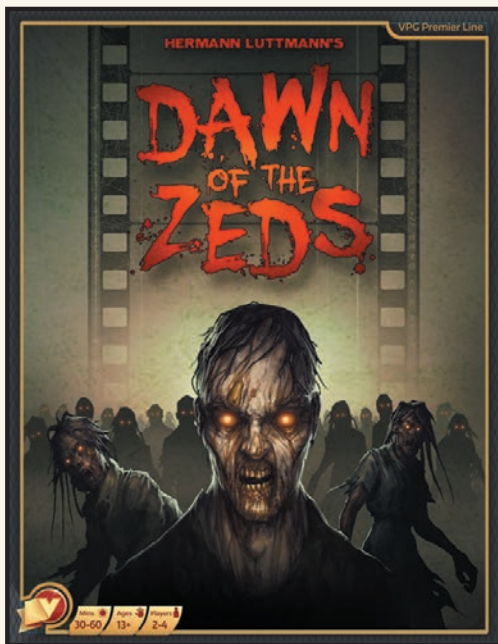
What I especially enjoy about *Dawn of the Zeds* is the many ways that it can be played and enjoyed. You can play this game with as many as four people, but with as few as one, offering a great experience both solo or with friends.

While the game rules can be a bit overwhelming at first, don't panic, as everything will start to make sense once you dive in and start playing. Plus, the game is chock-full of components, including decks of cards (fate and event), counters, and a lavishly illustrated, two-sided map.

If you are a fan of the zombie genre, then you need to go out and acquire this game. With beautifully illustrated game pieces and the ability to play dozens of ways, solo or with a group, *Dawn of the Zeds 3rd Edition* is a game that you will want to have in your library. For more information on this and other games head over to www.victorypointgames.com and get ready to defend the town of Farmingdale!

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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